

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Keldor on April 24, 2008, 05:54:00 am

Title: **{succession/community} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 24, 2008, 05:54:00 am**

Kulettögum, or Abbeyverse is a fort built beside a carp filled river, at the location where Joyous Wilds, Untamed Wilderness, and a Terrifying region all join.

Come lead this fort for a year, where even worse than the carp, the many saltwater crocodiles and alligators drag war dogs and dwarves to their watery dooms, and even hunt the occasional ogre before being chased back into the river by the herds of elephants! Or watch in awe as the occasional giant leopard or giant tiger stalks past.

Most importantly, ensure that Abbeyverse maintains its trade lanes, for it shall one day be the provider of salt for the entire dwarf nation!

- Turn list:
- 1.)Keldor (Planting Seeds)
 - 2.)Kazindir (Mandating Armor Stands)
 - 3.)Squeegy (Devoured by Carp)
 - 4.)Jools (Drowned in Waterfall Accident after Retirement)
 - 5.)dresdor (Updating Records)
 - 6.)GeneralValter (Sucked into Quicksand - Barely Rescued in time)

- Turn list (second round):
- 1.)Kazindir (Requires 3 Short Swords)
 - 2.)Keldor (Simple Farmer, Recently Executed for Failing to Make Something or Other)
 - 3.)Jools (Impersonating Nobles)
 - 4.)Aardvark (Struck by Lightning!)
 - 5.)Omega2 (Standing on Bridge Pondering the Appropriate Price for *a large *)
 - 6.)Sheb (postponed)

- Turn list (third round):
- 1.)Kazindir (Putting Finishing Touches on Dwarf Drowning Chamber, or "Swimming Pool", later struck down in battle!)
 - 2.)Keldor (Awaiting results from the carp trap)
 - 3.)Maggarg (In his burrow, muttering about young dwarves' music with rocks)
 - 4.)Zerox (Never arrived - I blame the carp)
 - 5.)Jools (Hiding evidence that he ever lead the fort, just in case the Queen arrives)
 - 6.)Omega2 (Being torn apart by carp - in slow motion!)
 - 7.)ChazzyBurger (Assassinated by goblin hacker)
 - 8.)Christes (His caravan was so delayed he didn't arrive until two years AFTER his leadership ended!)

- Turn List (Round 4):
- 1.)Kazindir (Trying to retrieve as many items from the moat as possible before it fills up again)
 - 2.)Maggarg (To busy mopping to be of any particular help)
 - 3.)Keldor (Inspecting Foundations)
 - 4.)Jools (Mandating large gems)
 - 5.)Dresdor (Killed by goblins while retrieving socks for Jools)
 - 6.)Brendan (His caravan never arrived. Perhaps they fled into hiding upon hearing that they were to be sent to Abbeyverse?)
 - 7.)rucksackjack (Celebration of his arrival was cut short when he fell into the moat and drowned.)

- Turn List (Round Five)
- 1.)Kazindir (Being praised by the King Consort for his wonderful vaulted basement for the abbey)
 - 2.)Maggarg (Napping)
 - 3.)Keldor (postponed)

- Turn List (Round Six)
- 1.)Kazindir (Doing mechanic work, whilst another mechanic keeps interrupting to have a meeting about the scarcity of mechanic jobs)
 - 2.)Keldor (Calibrating Intruder Sorter)
 - 3.)raptor (Never Arrived)
 - 4.)Maggarg (Caught in endless time loop, reliving the (quite boring) month of Granite, 1070 over and over again.)
 - 5.)Heliman (Heliman cancels turn: too insane. Heliman has gone stark raving mad.)

- Turn List (Round Seven)
- 1.)Kazindir (Overseeing half of the dwarves tearing down walls, while the other half build new ones.)
 - 2.)Keldor (current mismanager)
 - 3.)Maggarg
 - 4.)Weeaboo
 - 5.)???

Given the current size of the fort, turns typically take 1-2 months to complete. However, we do expect updates at least weekly when it's your turn, so we know you haven't fallen off the edge of the world.:)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 24, 2008, 05:55:00 am**

I've finished my turn, and will post and write it up from my notes likely tomorrow. It's gotten too late tonight.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 24, 2008, 06:45:00 am**

I'll take a turn. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kagus** on **April 24, 2008, 07:11:00 am**

So, what's the deal? Are you selling salt blocks or something? Sounds fun, but how many can you load onto a caravan in order to make a somewhat reasonable transaction?

Would be fun if you could mill rock salt, but that hasn't exactly been implemented.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Deon** on **April 24, 2008, 07:37:00 am**

You can make a salt from in in a smelter =).

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Squeegy** on **April 24, 2008, 07:30:00 pm**

I'll join up.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 24, 2008, 10:53:00 pm**

Well, the salt mine part is abstracted right now, unfortunately. I guess we'll just have to sell crafts made from rock salt.

Anyway, I'm finishing writing up my turn right now and will post it a season at a time over the next hour or so.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 24, 2008, 11:52:00 pm**

Prologue:

Excerpts from the journal of Åblel "Keldor" Isoscatten, First Expedition Leader and Founder of Kulettögum.

What follows is an account of the year beginning at Granite 1st, 1051, and ending at Obsidian 28th, 1051, as well as significant events leading up to this year.

12th Sandstone, 1050:

It seems that I will finally escape this wretched hole, for I have been selected as one of the 15 able bodies dwarves to go on the expedition to found a salt mine far to the south. While labouring in a salt mine may not be the most attractive of professions, it certainly beats a life spent hauling stone. We are set to leave sometime next month.

9th Timber, 1050:

We have spent the last month training, but now at last, we have begun packing what supplies we will need on our journey and beyond. One of our number, a cook, fell sick and will not be able to travel with us. Poor lass. I hope she finds a place in another expedition, especially after how hard she worked training with us.

16th Timber, 1050:

And we're off! I have, however, found some new doubts about this expedition. While our weapon training for the last month seemed perfectly reasonable, given the inherent dangers of any sort of travel, something happened as we left the gates that has me more than a little worried. We have been joined by a war dog keeper, as well as his very large pack of dogs. I can only wonder why we'll need so many, but one thing I know for certain is that we wouldn't have been sent with so many if there wasn't the expectation of trouble.

3rd Opal, 1050:

Our journey goes well, although our number is down to 13, as two of us fell sick along the way, and had to be left behind at a couple of the dwarven settlements we passed. Even though it is the dead of winter, the weather is not so severe this far south. In fact, we only have been hit by frost once, and that was half a month ago! Our leader says that we are likely halfway to our destination, so we should arrive there before the spring. Here's hoping that the rest of our journey is this uneventful!

27th Opal, 1050:

Today we were ambushed by goblins, seeking to raid our wagons of their goods. Or at least, I think that was the idea. Truth is, the war dogs literally tore them to pieces, only sustaining minor injuries in the process. I think we will be quite able to overcome any further trouble that lies in store for us.

23rd Obsidian, 1050:

We have arrived at the last village before we enter into the wilds enroute to our destination. Upon hearing of our destination, many of the villagers gave us strange looks and made signs against evil. At last, however, upon showing the villagers the weaponry we had packed, and the war dogs that will protect us, they agreed to see us to the ferry over the river, 2 days travel further south. Beyond that we are on our own. I, along with several others of our party, tried asking some of the villagers what the matter is with the lands further south, but they answered us only with silence and fearful looks. In any case, it is too late to turn back now.

25th Obsidian, 1050:

The ferry has turned out to be little more than a raft, but it will have to do. We will have to make several trips across, since it is not big enough to carry us and our two wagons. On the first trip, only 3 dwarves and the war dogs will cross. Next, I and 4 others will cross along with the first wagon. Next, 3 of us will cross with the other wagon. Finally, the last two, including the dog keeper, will cross with the livestock. I suppose the dog keeper is with them instead of his dogs because he thinks the livestock will need more supervision than the dogs. In any case, the villagers have left us, warning not to fall in the water. The water looks peaceful enough - I wonder what the danger is?

[April 26, 2008: Message edited by: Keldor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 25, 2008, 01:00:00 am**

Spring:

1st Granite, 1051:

This is the first time I have had the chance to record in my journal. It appears that I am now leader of our new outpost, Kulettögum, or Abbeyverse in the common tounge. Perhaps I should start by recounting the disaster of the last three days.

It all started with the ferry trip across the river. The first two had been finished without incident, but halfway through the third trip, the raft struck a stone, causing the wagon to slip from its restraints and start rolling. The dwarves on board were unable to stop it before the shift in weight flipped the raft and sent the wagon, along with half of our supplies, to the bottom. Perhaps things would have still turned out alright, as the three dwarves popped back up to the surface, already shouting and arguing about how to recover the sunken supplies. Perhaps we could have even recovered some of them, and stopped the raft from floating away down the river, perhaps...

But it was not to be, for at that moment, the carp struck.

I will never forget how the water roiled, stained red with blood. Nor will I forgot the screams of those pool souls, their calls for help that would not, could not come as the carp ripped the flesh from their bones. Oh, how those moments will live on in my nightmares for untold time to come, until that day when I too meet Armok. And how, even worse than the screams, the silence followed, broken only by the murmer of the reddened river as it carried shreads of cloth and bone away.

But for now we are stranded here, with much of our supplies lost. The remaining dwarves on the far bank ran away back to the village, bringing the livestock with them, but I cannot blame them, for I fear that I too would have done the same, had I not been on the far side of the river.

Left with only a wagon, two beasts of burden, and the dogs, the rest of us, eight in number, struck out along the river bank, hoping to find some way back across. Perhaps the raft washed ashore on our side of the river, or even that we may find a bridge.

Alas, we had no such luck. On the second day, we discovered the raft, stuck between some rocks jutting out from the middle of the river. Our attempts to snag a rope across it and drag it back to shore were cut short by the arrival of several alligators, which pulled one of our number into the river before we could respond. She will be missed sorely. In our hurried retreat, we lost the rope, as well as some other supplies, and because no one would volunteer to risk the run back to retrieve them, we were forced to continue without.

By the third day, we could go no further. The wagon was stuck in a particularly nasty mud hole, and we were all exhausted in any case. I proposed that we stop here and dig in, so that we could rest and regain strength to one day escape this place. To my surprise, the other dwarves agreed with this, and asked me how best we might go about this. I suggested that we dig down until we hit rock, and then to mine out some bedrooms, as well as places for workshops and a place to farm, so that we don't starve. The other dwarves agreed, and it seems that I am to be their leader in this. I pray that I will have the wisdom not to fail them.

9th Granite, 1051:

We have struck rock, and to our delight, it is rich with rock salt! Perhaps we have not failed in our expedition after all! Moreover, one of the miners has reported hitting a vein of lignite, which may serve us well in metal crafting, assuming we ever replace our anvil, which was lost during the carp disaster.

27th Granite, 1051:

The miners have struck a stone known as Sylvite, which has a nice golden luster to it. While I don't know of any particular use for it, I have suggested that we dig a dining room in the body of this stone, where we might safely eat and socialize at the end of the day.

11th Slate, 1051:

Unib Rakustzim, one of our farmers, has sighted elephants! With these bloodthirsty pachyderms about, it truely is our best hope to dig in until an army is sent to rescue us.

14th Slate, 1051:

Atír ingizlimâr, one of our miners, discovered the remains of one of our war dogs near the river. Judging by what's left of it, I think one of the alligators must have got it. Thankfully, it didn't take me telling the rest of us to stay away from the river - they already know full well of its perils.

24th Slate, 1051:

Another dead dog turned up. Apparently the alligators had another meal at our expense.

1st Felsite, 1051:

Another of our dogs is now dead. This time, I personally witnessed the creature that killed it. It was no mere alligator, but a huge saltwater crocodile! Even if we had that raft again, I wouldn't dare cross the river now. That thing could flip a raft with the flick of its tail!

4th Felsite, 1051:

Some more elephants have been sighted across the river. Truely this place is a seat of nightmares!

18th Felsite, 1051:

As if the elephants weren't bad enough, now a pack of ogres has moved in a short ways downstream of us! Hopefully if we stay well away from them, they won't notice us. Otherwise, we could be in for even more trouble. In any case, I've declared that no one is to go anywhere without at least two war dogs accompanying them.

24th Felsite, 1051:

As I stood watch not far from the river early this morning, I noticed two of those evil carp down in the water right by the shore, staring out at me. Surely this place is cursed!

I'm taking a break from writing for now - it's taking longer than I expected, and the rest of the year only gets more eventful!

[April 26, 2008: Message edited by: Keldor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 25, 2008, 06:02:00 am**

Summer:

10th Hematite, 1051:

Those ogres are getting a little close for comfort. I've ordered a large cavern dug out so we have have stone to build a wall.

11th Hematite, 1051:

One of those crocodiles tore an arm off of one of the ogres before the other two finished it off, and even those ones appear to be wounded! Perhaps the wall needs to protect against the river instead!

12th Hematite, 1051:

I caught Dodók Dodókkir, our bookkeeper and carpenter, trying to retrieve the torn off arm of the wounded ogre. Now, I know that I've said we needed bones, but the ogres are still there! I've forbidden anyone going near it.

21st Hematite, 1051:

Armok save us! Another crocodile tore apart one of the less wounded ogres and is now charging toward the other two! Amazingly enough, the one with its arm torn off still seems to be alive. I also had to stop Endok Monangbesmar, our mechanic and mason, from running off to take the dead ogre's body. He was muttering something about bait. I don't think I even want to know what for.

3rd Malachite, 1051:

Today I discovered our spare axe, covered with rust, and left exactly where it had been laid when we dissassembled the wagon for spare wood! Apparently, despite the elephants, the carp, the alligators, the crocodiles, or even the ogres, Dodók thought that it wasn't important enough to bother bringing inside out of the elements! Well, it's inside now at any rate, and I am having Dodók personally strip off all the rust, sharpen and polish it. Maybe he'll gain some sense. Then again, he WAS the one that tried to bring back that ogre's arm.

9th Malachite, 1051:

I've just recieved report that our camal has been killed by an alligator. Poor thing must have strayed too far from our "cave".

14th Malachite, 1051:

After nearly a month of his pestering, I've told Endok, the mechanic, that it's safe to retrieve the ogre corpse now. I still can't imagine what he wants it for, though.

18th Malachite, 1051:

One of the crocodiles was bold enough to try to attack a dwarf right in plain sight of our front entrance! I'm sure that Unib Rakustzim, our brewer, will think twice before going anywhere near the river from now on, after the crocodile chased him several hundard feet before his war dogs caught up and killed the thing. Alas, however, one of the dogs was killed, and both of the other two sustained injuries in the fight.

20th Malachite, 1051:

One of the two dogs just has a nasty gash on its tale, but it should recover. The other, however, lost a leg in the battle. Endok has volunteered to help take care of the wounded dogs, and I've ordered everyone else to do what they can for them as well. At least one of us owes the dogs their life; if we lose too many dogs, we could be in serious trouble.

4th Galena, 1051:

After that crocodile attack, I've decided that it's time to begin construction of the wall in earnest. Well will start with the section of wall to the north to defend from the river.

13th Galena, 1051:

I can only conclude that Endok is an idiot. Watching him work, I can't help but notice that as he works on building the wall, that should one of his war dog escorts decide to stand on the foundation, he will just stand there with a vacant expression on his face.

28th Galena, 1051:

One of our war dogs has given birth to puppies! Perhaps our dog population is not doomed after all. I hope it is a sign of a brighter future.

[April 26, 2008: Message edited by: Keldor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 25, 2008, 06:30:00 am**

Autumn:

1st Limestone, 1051:

Two more of the dogs have given birth! With any luck, we'll have a whole new generation of war dogs to protect us. Speaking of which, perhaps it's a good idea to delve deeper and hope we find some ore to make weapons, assuming of course that we can ever replace our anvil.

1st Limestone, 1051:

We heard a horrible bellow this afternoon. After running outside to see what was the matter, we found the last remaining unwounded ogre in the process of being torn apart by not only a crocodile, but also an alligator! It seems the two species have formed an unholy alliance. Time to hasten the construction of the wall.

6th Limestone, 1051:

Upon inspection of our seven new puppies, I noticed something that might be a bad omen of times to come. All seven of them are males.

7th Limestone, 1051:

More puppies! At least one of them is finally female.

17th Limestone, 1051:

The dwarven merchants have arrived, and what's more, they somehow managed to get their wagons through the thick forest! I must order what goods our crafter has made brought up at once! It won't be much, however, since there was doubt that they would even find us after the carp incident.

22nd Limestone, 1051:

The merchants brought with them the slain corpse of an ogre that they said they had found with both its legs broken and missing an arm. Apparently our ogre had managed to survive all summer despite these greivous injuries! It's no wonder that ogres have such a ferocious reputation.

3rd Sandstone, 1051:

Atír ingizlimâr, one of our miners, was ambushed by a crocodile and slain nearly instantly. This despite the fact she was a trained wrestler, and armed with a nasty pickaxe. She will be missed. I've forbidden anyone going near the area, since that crocodile is still there. I hope we will be able to recover his body one day. In any case, we've dubbed the crocodile Azinögreg, or Watchswamps.

5th Sandstone, 1051:

The traders had remarkably few items of use. Our hopes for aquiring an anvil were dashed since they only brought a pair of steel anvils which they wanted to sell at a exorburent price. However, we did manage to aquire some cave lobster, renomnd for its useful shell, as well as a steel pick for Dôbar Libashtathur, our remaining miner, with the hope that he will be able to better defend himself than poor Atír.

6th Sandstone, 1051:

Today, Endok pulled me over to show me something. Obliging the poor halfwit, I discovered to my great dismay two elephants trapped in cages barely large enough to hold them! The mechanic then proceeded to ask me if he could tame them, and keep them to defend the fortress, and I must confess that I was too speachless to tell him no, my mind being as it was filled with images of bloodthristy pachyderms smashing their way out of the cages, before he thanked me and scurried off. Armok, preserve us!

7th Sandstone, 1051:

There's been a hitch in our wall plan - a small pond lies where the wall needs to go! I've decided that it should be drained into a underground reservoir, and used in a reserve in case we ever run out of booze, since the river is far too dangerous to drink from. The wall will then be built across the bottom.

3rd Timber, 1051:

Imagine my surprise when Endok led an elephant right into my bedroom! Amazingly enough, it made no attempt to tear down the door, eat me or the mechanic, or even try to blast its way out of the fort! Rather, it just stood there, docile as our muskox! It seems that somehow Endok really did manage to tame it. I just don't understand it...

10th Timber, 1051:

It seems that the rest of the elephant herd has arrived at our gate. Perhaps they want their friends back. Oh, Endok, what have you done?

10th Timber, 1051:

Endok, seeing the elephants, actually ran outside and attempted to shoo them off. What's more, they left without further incident! That mechanic is either the luckiest dwarf ever born, or else has some sort of magical way with animals. Hmm, the halfwittedness... Perhaps he has some elf blood in him! Given the circumstances, however, I'm not about to complain.

16th Timber, 1051:

A giant leopard has been sighted near where our Atír lost her life! Perhaps if we leave it alone, it will go away. Let's pray so - that thing is the size of a house!

25th Timber, 1051:

It seems that we've caught another elephant. I don't know if this is a bad thing, or, given Endok's mysterious affinity with animals, a good thing.

[April 26, 2008: Message edited by: Keldor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 25, 2008, 06:30:00 am**

Coming soon: The account of the first winter, as well as a map and the savegame!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 25, 2008, 05:53:00 pm**

Winter:

9th Moonstone, 1051:

Today I was distracted from my duties by a loud rumble and crash. Rushing outside to see what the matter was, I discovered Dôbar Libashtathur, our remaining miner, climbing out of the shaft into the partially dug reservoir. He was covered from head to foot with dirt! It seems that he made a misjudgement during his work excavating, resulting in a minor collapse. Thankfully, neither he nor anyone else was injured in the incident.

10th Moonstone, 1051:

We've lost another war dog, slain by Watchswamps, the same crocodile that killed Atír. Alas, it was the mother of some of our puppies, and one of them was slain as well.

13th Moonstone, 1051:

Today, our dwarves gathered to watch as Dôbar dug the final channel, allowing the reservoir to be filled! I must say, it was a beautiful spectacle. Roaring water flowed into the pit, with the morning sun rays making rainbows in the spray. And to top it off, now not only do we have a safe supply of water should we run out of booze, but construction of the wall may proceed across the pond's bed.

I think I've been happier today than any day since we left the homeland!

16th Moonstone, 1051:

It appears we have yet another elephant. I really hope those cages are stronger than they look.

20th Moonstone, 1051:

Watchswamps has slain yet another war dog. I truely hope that that crocodile falls down a deep pit and dies.

28th Moonstone, 1051:

At long last, the wall surrounding our new home has been completed! It truely is a sight for sore eyes, rising as it does out of the ground in this Armok-forsaken wilderness. Endok has even constructed a drawbridge that is operated by a lever located safely inside the complex. At least, that's what he said. I haven't yet tested it for myself, nor am I sure I want to, considering who it was who built the contraption, but then again, Endok did do a amazing job with the elephants. Perhaps I should give it a chance.

2nd Opal, 1051:

We've captured yet another elephant.

4th Opal, 1051:

Watchswamps has taken the life of another promosing puppy. But not all news is grim! Shortly afterword, an elephant charged Watchswamps, trampling the vile beast to its death. We have named the elephant Desisùst, or Snarlingbreaches, though I doubt any of us will dare thanking him in person.

6th Opal, 1051:

Apparently the death of Watchswamps has done little to deter the other crocodiles from attacking us. Another war dog, along with her puppy, were slain in today's attack.

7th Opal, 1051:

Little did we realize how apt the name Snarlingbreaches was for the elephant that slew Watchswamps, for today, we woke to discover that he had breached our wall and was stomping about in the courtyard! Thankfully, one of the elephants Endok tamed chased him off before any damage could be done.

16th Opal, 1051:

The remaining three elephants we captured have now been tamed by Endok, and let loost to defend the fortress. Unfortunately, the stench of elephant from their former cages means that they won't be usable in the traps again.

26th Opal, 1051:

I have finally decided that it is now safe enough to retrieve the body of Atír ìngizlimâr, our former miner, that we may lay her to rest as befits a dwarf. Alas, we were unable to retrieve much else, since a giant tiger was sighted nearby soon after.

Another event today has been the capture of Sharlingbreaches, the elephant who slew Watchswamps. I am unsure what to do with him, however, since Endok says he likely will never be tamable, and will remain bloodthirsty. On the other hand, we do owe the elephant some level of thanks, as he rided us of Watchswamps.

4th Obsidian, 1051:

After some consideration, I have ordered the construction of Snarlingbreaches' cage near the gate, so that all that pass through may stop and look with awe.

9th Obsidian, 1051:

Today at last we hold the funeral of Atír ìngizlimâr. May her beard grow ever longer in Armok's halls.

21st Obsidian, 1051:

Things have been quiet for the last few days, as we at last have the chance to rest and recuperate. The final crop of the year has been harvested, the fortress cleared of loose stone, and everything put neatly in its place.

My term as leader is also rapidly ending. Next week, as spring rolls around, Abbeyverse will see a new leader take the head. Perhaps life here will prove tolerable after all. Only time will tell.

At last, the chronicles of the year have been written. The map and save will follow shortly.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 25, 2008, 06:11:00 pm**

Here's the save:

[Abbeyverse Year 1](#)

And here's the map:

[Abbeyverse map](#)]

Kazindir, it's all yours!

[April 25, 2008: Message edited by: Keldor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 26, 2008, 08:43:00 am**

Downloading now. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 26, 2008, 11:47:00 am**

8th Sandstone, 1051
The rescue party returned today, empty handed. Had they arrived too late? Was everyone already dead?

No. Apparently the survivors of the expedition had dug in, decided the rescue party was a merchant caravan and tried to buy an anvil in exchange for cunningly wrought bone and stone crafts. I'm not sure whether to blame the heat or the ants but I guess I'll find out as apparently I am to be sent there.

21st Obsidian, 1051
My arrival is greeted with a raised drawbridge, elephant trumpeting and raised voices. There was some sort of engineering dispute over which way to pull the lever to lower the bridge, which left me standing outside amidst the elephants, alligators and ants.

The elephant trumpeting was coming from tame elephants! Thats a relief.

After introducing myself to the current overseer, Keldor, he announced he was off to plant seeds now and wandered off, leaving me with a pile of paperwork.

Spring 1052

1st Granite, 1052
Took a tour of "Abbeyverse" today. It's bigger than I thought and we seem to have plenty of food considering or numbers.

Around lunchtime, Endok came rushing into the dining room with a slightly crazed look in his eyes and shouted that a baby elephant had been born. Excellent news, provided it stays tame.

7th Granite
According to our planters we're growing all sorts of stuff. We don't seem to have a workshop, quern or kitchen though, so that seems like a good place to start here. It won't be long until we have all the syrup we need!

I've ordered a section of the clay near the farms to be dug out to hold the new constructions. I suppose there was room for them by the stills but booze is always better without the random bits of plant rubbish processors always seem to throw everywhere when their milling flour and making syrup.

10th Granite
There is a herd of elephants right outside our eastern wall. Looks like six of them and they're right next to one of Endok's traps but none of them have set it off yet.

16th Granite
Today is a bad day.
The elephants are still there, it's started raining and a bunch of Elf merchants have arrived to be pompous at us. With luck they'll meet the elephants.

17th Granite
Odd. An elephant blundered into the trap and Endok rushed out to retrieve the cage and reset the trap, even through the rest of the elephants were still there.

Looking on from the walls, I was preparing to see Endok's horrible death when the improbable happened. Charging through the trees like a maniac at the head of a swarm of cats and dogs, Endok headed straight for the cage. The elephants, rather than meting out a swift death, panicked and fled, scattering before Endok and fleeing as fast as they could. Some crashed through the trees to the east, others ran as far as they could to the riverbank to the north. Endok reset the trap, returned and only then did the elephants seem to regain their nerve.

Amazing. I think some sort of celebration would be in order.

18th Granite
It seems there ws a downside to the Great Scattering of the Elephants.
The elephant terror allowed the Elves to pass through them unscathed and now they want to trade. Oh well, lets see if they've brought anything useful.

Apparently most of our crafts are made out of bone. We do have a few rock salt baubles though, so we'll try them. Or at least we would if Dodók Dodókkir could get out of bed sometime this month.

22nd Granite
Whilst waiting for Dodók, Endok reappeared, giggling. Apparently he's caught another two elephants and an alligator, and has dropped their cages off right next to the elves.

26th Granite

Dodók awakes!
He managed to get a barrel of swamp whiskey and a couple of empty barrels out of the elves for some of the salt. Nothing amazing but at least it's more booze and more barrels to brew booze into.

28th Granite
Endok has complained about his mechanic's workshop being cluttered. I had a look round and he is right, we don't seem to have a stockpile for useful things like mechanisms, doors, beds and such like.
I told Dôbar to dig one out next to the workshops.

1st Slate 1052.
Thief!
Or at least, one was spotted from the north wall, about to be mauled by an elephant. It's not like we have a much to steal anyway.

3rd Slate
The new stockpile is finished and Dôbar has named it a furniture stockpile. Personally I wouldn't count mechanisms as furniture but it's not worth arguing about.

5th Slate
The furniture stockpile is half full already! Seems we had quite a few bits and pieces hidden away under workshop tables and such like.

The farmer's workshop and quern are also both set up and ready to go, so we'll have flour and syrup in no time. All we need now is someone who knows what they're doing when they use either!

8th Slate
I was expecting a few more dwarves to join us over time, much like I had.
I was not expecting this.
A horde of migrants just arrived, raising the population of Abbeyverse to almost five times what it was before! Glassmakers, woodburners, gem cutters, metal crafters, an armourer, a bunch of peasants and even a child. Armok knows how they got here.

Hopefully they'll all make it within the walls alright but I have no idea where to put everybody. I've ordered a new cavern dug into the salt and beds to be made to serve as a barracks for now.

13th Slate
We didn't lose anyone to the wildlife but we're now out of wood and a lot of the migrants seem to have no skills that are of any use to us right now. I've ordered a logging expedition outside the bridge.

16th Slate
The elves have just announced they will be leaving soon. I think they're feeling neglected.

26th Slate
there is a terrible smell coming from the refuse dump. It seems there is nothing stopping the smell coming out, so I think some hatches are in order.

6th Felsite, 1052
Busy times. The barracks cave was finished the other day and beds are being moved there now, so hopefully the migrants will stop complaining as much. The dining room has also been expanded a bit and one of the walls smoothed, later to be engraved in celebration of the Scattering of Elephants.

Work on some water works have also been started, to ensure both that the water in the cistern is accessible and replenishable without needing to leave the walls.

9th Felsite
Had a small cave in during the cistern work and I got knocked inside! Luckily the water cushioned my fall so I only got a bit bruised and the water level down there is mostly shalow enough to wade in. It's a good job we're out in the wilderness, health and safet would have shut this place down long ago back home.

In other news,Zuglar, one of the migrants, was tasked with installing a floodgate. He did a fine job, but managed to lock himself on the wrong side of the thing. He is, strictly speaking, a Potash Maker, so perhaps it's not entirely his fault, but still...
Hopefully the lever will be linked and the gate opened to let him out before he gets upset.

12th Felsite
Floodgate opened today and Zuglar let out. He doesn't seem to be any the worse for wear from his three day self imposed captivity.

16th Felsite
The engraving in the dining room is complete. For some reason Endok decided on fish, donkeys and a bucket as the symbols of the Scattering of the Elephants.

28th Felsite
The channel is now linked to the river, thanks to Dôbar braving the riverbank. All thats needed now is some way of getting water inside the fortress without either flooding it or resorting to amateurish things like buckets.

[April 26, 2008: Message edited by: Kazindir]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 26, 2008, 07:15:00 pm**

Hah! That be the second time our Endok has chased off a herd of elephants! He sure has a way with them, an I'm glad we got him, halfwit or not. Ye should've known better'n to let him be doin' the engravings, though - I bet he didn't even know what ye were celebratin'.

((Fixed the dates on my journal))

[April 26, 2008: Message edited by: Keldor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Tyrving** on **April 26, 2008, 10:41:00 pm**

Bah, forget it, I probably don't have the time for a turn right now. Still, awesome fort.

[April 27, 2008: Message edited by: Tyrving]

Summer

6th Hematite
Had a chat with Endok earlier about this water business. Bit risky but he is supposed to be a mechanic afterall. After several hours of drinking we decided on a windmill powered pump, or at least I hope we did because thats what I've ordered built. MAYbe I should sent someone to check on Endok?

It'll be built unconnected to the rest of the fortress at first. That way, if it works we can just tunnel to the new well and if it doesn't we can claim we were enlarging the cistern and the flooding was entirely intentional.

9th Hematite
Whilst digging out some of the new bedrooms two clusters of various types of agate were found! To my knowledge these are the first gems found here, surely a good sign. Also, it will give Lorbam the gem cuter something to do other than mope around.

13th Hematite
A caravan from the humans of Xakimong drew close today, time to move tradable things to the depot and hope we can get soemthing good.

18th Hematite
Apparently the humans weren't to interested in trade and left in a huff when they saw what we had. Shame, we could have done with one of their anvils but according to Dodók they weren't willing to part with one for all the tradable things we had. Makes you wonder why they bothered bringing one really.

6th Galena
It happened again. Second floodgate, second time someone bricked themselves in behind it whilst installing it. Maybe some sort of installation training is in order?

20th Galena
The water plan hit a slight snag today. By slight snag I mean crucial flaw.
Apparently there is no wind here. At all. Nary the slightest breeze to be felt. Or at least not one strong enough to turn a windmill. I wonder why no one pointed this out during the planning or initial construction? Not sure what to do now, will have to check with Endok and perhaps a mason or some such.

25th Galena
A trapper by the name of Deler Onshenfath was killed by an alligator today. After much searching, we found his corpse to the far south east of the fortress. Or at least, we found bits of him, scattered over a large area. Armok knows what he was doing so far away - Urist Melbilimish suggested that what he was doing was dying horribly but that wasn't particularly helpful.
Unfortunately it is not safe to retrieve all of the corpse for a proper burial right now. The alligator has been named Ozzursul, "Growlsevered".

[April 27, 2008: Message edited by: Kazindir]

Autumn

1st Limestone
Summer passed quickly. An exploratory shaft near the barracks has been sunk to see how deep the salt layers were in that area - four levels of rocksalt before you hit a gneiss layer. This is certainly the right place for a salt mine.
An attempt to turn the water system from wind to waterwheel powered is also underway, although it looks like it may take a while. Need another logging expedition for starters, there is quite a distance that needs to be covered by axles.

7th Limestone
We lost another wardog and her puppy today. No one is sure how but it loked like the work of an alligator.
I decided to start a guard force. Sooner or later we're going to need to take the fight to the alligators. Perhaps from the top of the walls - the old windmill platform might serve as a base for that. Later perhaps, first we need some basic training and equipment sorted out!

8th Limestone
Oddom swears he was attacked by carp near the bridge last night. The bridge is the wrong side of the fortress from the river, so I have my doubts. The bite marks do look like carp bites though...

10th Limestone
The dwarven caravan has been sighted, hopefully they have a cheap anvil with them. Not that we have anything to smelt yet but a dwarf can hope.

14th Limestone
The caravan wagons have just arrived at the depot and Dodók Dodókkir caught a kobold thief whilst he was out collecting dead wardog parts in the wilderness. The kobold was promptly dismembered - Dodók brought back a kobold chunk.
In all honesty I think he is one of the most fearsome warriors we have, but he is also the best carpenter, woodcutter and bodypart collector. We could do without the last but the first two are really rather vital at the moment, so we'll have to leave him out of the offical guard force for now.

15th Limestone
Another thief, this time chased off by a pack of dogs. Rock salt must be highly valued amongst the kobolds.

24th Limestone
Trading is done. I'm growing concerned over the viability of this rocksalt business - the humans just weren't interested at all and this latest caravan were eventually talked into parting with an anvil but only at a great markup. Which leaves us with only the elves, who are adept at importing smugness but not a lot else.

2nd Timber
More migrants have arrived today, bringing our population up to 35 and making more bedmaking work. I keep getting urgent requests for more cages now but every time I visit the kennels there are cages all over the place. Not quite sure what is going on in there, I suspect it is elephant related. We're going to need another logging trip soon, will see if we can get some cages built after.

8th Timber
What was left of Deler's corpse has been retrieved and buried. That of his pet cow has also been buried. I'm not sure who did it or when but I'm glad it has been done.

18th Timber
A kobold picked a fight with an elephant today. The elephant won.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 27, 2008, 01:02:00 am**

Winter

2nd Moonstone
The water system has been going for a few days now and has no sign of flooding the well room or maintenance stairs, which is a definite plus. Ordered the wall to be knocked through and a proper well to be installed. Now any future carers won't be forced to wander to the alligator infested riverbank with a bucket.

9th Moonstone
Moved into my new office, still needs smoothing and the chair creaks but there room for a weapon rack. I don't actually have a weapon but feel a deep seated need for a rack nonetheless. As my uncle used to say, one step at a time, I suppose.

20th Moonstone
Another kobold thief was spotted! This one was chased off by an elephant. Last seen shrieking and heading south at high speed.

22nd Moonstone
Yet another thief. This one tried accosting the logging expedition and got an axe in the face for his trouble.

25th Moonstone
Yet another thief found, this one on the inside of the bridge! I think that is the furthest any of them have got, only to be discovered by a plucky elephant calf. The dogs gave chase for a bit, not sure if they caught him though.

28th Moonstone
I'm fed up of the thieves, found another one skulking around whilst the dogs were off chasing the last one. I've ordered a bowyers workshop and a fortified platform at the bridge to be constructed. I've no idea if any of us can actually use a crossbow competantly but if not there's one way to learn. All kobolds need to be shot and cast into the Pit of Decay, which I've just named the original refuse dump.

1st Opal
Today is a lazy day, everyones in bed, except for Lorbam the gem cutter. He's just wandering around aimlessly.

7th Opal
Rakust Lidolin, the Armourer, has been acting very oddly lately. I hope he isn't going to start demanding a forge - or at least not expecting to do anything with it, we've still yet to find any metal ores.

8th Opal
Rakust kicked the mason out of his workshop and is now furiously working on something whilst muttering and giggling to himself.

11th Opal
Rakust has finished his creation! A rocksalt table he's named Conngimsebur, or "Suitorvales". Apparently he doesn't know why he named it that, only that it felt right. Fair enough. The table is covered in agate spikes and has a rather nice engraving of a dwarf surrounded by dwarves on the top. Must remember to point it out to the next liason who comes along, spread the good word. Maybe it'll make merchants more inclined to trade for rocksalt?

18th Opal
This time it was a trained mason who managed to brick himself inside a wall. Numpty.

7th Obsidian
I swear I just saw a lungfish drift over the bridge. That can't be right. I'm glad my time as overseer is almost done, not sure if I can cope with much more - although if the fish are flying around on the ground now it would explain Oddom's carp story.

11th Obsidian
The first level fortifications near the bridge are now complete and an archery target has been installed. Three of the new guard have been sparring for a month or two now and have been issued their crossbows - lets hope they can hit something, preferably not each other.

14th Obsidian
NOTE: Must remember to tell my successor which lever opens the floodgate and which one raises the drawbridge.

15th Obsidian
The Fortress seems to have an amazing amount of stray dogs and an sore lack of bone for practice bolts. I mentioned this to a peasant and suggested the butchers trade might be a promising career move. We also have an every increasing numebr of elephants but who know what will happen if you kill one. Do elephants have elephant friends? Does anyone want to risk the fortress finding out? Not I.

21th Obsidian
Zuglar suggested the bridge defence could do with a roof, to keep rain, arrows and bird poo off the marksdwarves heads. Meanwhile apparently a liason is still here, as Keldor has just finalised an import agreement. The last liason arrival was months ago, so the negotiations clearly must have been difficult.

22nd Obsidian
Rakust has created a well-designed engraving of his magnificent table creation. He's named the engraving "The Pleated Moth", which makes about as much sense as the name he gave his table, so I suppose it is oddly appropriate.

28th Obsidian
Only a few days to go before I hand over to a new overseer. I had the floodgate to the cistern closed. It doesn't have to be but it's easier to point out on the tour than when it's hidden in the channel walls. I wonder if he or she will ever solve the mystery of where all our

barrels keep going? No doubt someone will suggest that as Sheriff I should be doing that but never mind. They don't understand about the kobolds!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 27, 2008, 01:47:00 am**

Phew, map finaly uploaded properly. :)

Here is the [map](#)

And here is the [save](#).

Over to you Squeegy.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **April 27, 2008, 09:51:00 am**

Is this game still open to new players? If so, sign me up. I can't promise you honour, glory or wealth, but I can promise not to lose the fortress...

(It'll be right where you left it, only probably overrun by elephants, goblins, and legendary saltwater crocodiles...)

[April 27, 2008: Message edited by: Jools]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 27, 2008, 03:31:00 pm**

Hope so, 3 rulers isn't quite enough. :)

The fortress can't be lost permanently anyway, it must be reclaimed if it is lost. Why? Because THE SALT MUST FLOW!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **April 27, 2008, 04:40:00 pm**

This is one of the funniest forts I've read in a bit. Great writing all around.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 27, 2008, 10:26:00 pm**

Jools is now on the list ;-)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 28, 2008, 08:59:00 am**

Oh, sign me up for another turn after the current lot and any new people. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 30, 2008, 07:09:00 am**

Pokes Squeegy

It's your turn!

I'm also signing up for a second round.

[April 30, 2008: Message edited by: Keldor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 02, 2008, 04:45:00 am**

I PMed Squeegy about his turn. If he doesn't reply in the next couple days, I'll bump him back after Jools. Let's keep this thing rolling! ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Squeegy** on **May 03, 2008, 04:09:00 pm**

Spring

Granite

Today, I became manager of this hole in the mud. I... don't even know what to say. Do I have to list every problem with this place?

Well, for one. It has no hunter. It used to, but...

Tobul Sazirendok, Hunter cancels Hunt: Unconscious.
Tobul Sazirendok, Hunter has been struck down.

And now we have 40 meat.

Two. What the hell is this? An army of wrestlers? Seriously, I've seen better armies, and they were made up of ants. Also, six of them? Seriously? That'll never take on a goblin siege. I lost a few taking them on with 22 champions. I drafted six peasants, and added myself to the marksdwarf squad. I can probably take on an ambush. I can only hope the army will grow over time.

Three. We recently found some limonite. But there's not even any smelters! All this lignite, just sitting around. Haven't they ever heard of preparations?! I had to dig out some space and set up workshops. Ugh.

Four. Carp! Alligators! Elephants! Clearly anyone who migrates here has a death wish. That marksdwarf squad had better train faster.

[/i]Slate[/i]

The second hunter's dead. Goddamn alligators. What's wrong with this place? It's just... ugh, I can't even write about it. How many bolts do we have? I need to shoot some carp. Wait, is that a lungfish?

Hey! Blood! Has someone fallen in the river? Wow, it's really spreading. Oh, apparently one of the marksdwarves fatally wounded an alligator. Good job. Look out for that car-- oh dear. The river is really red today. I suppose I'll be seeing that a lot, then.

sigh The blood is spreading downstream. That's going to attract a lot of carp. I'm going to bed. This fortress is already breaking my will to live.

Alright, I'm awake... wait, what? What do you mean, a wrestler has been struck down? There's a bunch of crocodiles outside?! Let me see!

Well, I suppose it's not too bad... we've only lost three wrestlers and we've killed one of them... did the other just drop dead? Are you *videotaping* this?!

<http://mkv25.net/dfma/movie-532-thecrocodileambush>

I typed this up a few days ago, decided to leave as-is.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 04, 2008, 01:16:00 pm**

Hehe :)

There was a reason for hiding in a hole behind a big wall. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 08, 2008, 04:39:00 pm**

I summon this thread form the deepest abyss of the chasm!

Or, well, the bottom of the page.

Need more updates! :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 08, 2008, 11:50:00 pm**

sign me up for a turn, I don't care when.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Sueegy** on **May 11, 2008, 08:07:00 pm**

Yeah, I've sort of lost interest. Pass the last save along.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 12, 2008, 08:34:00 am**

Jools, that'd be you!

I'd also suggest we have some sort of deadline - say a week or so. I imagine no one will have major problems with it being flexible as long as people post updates and things, just don't vanish like you fell into a demon pit. :p

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 12, 2008, 11:03:00 am**

Already? But I've only had half my crumpet!

I'll snag the save this evening, but I'm not sure quite when I'll get going on it - I'll try and get some done in the week but the bulk of the updates will probably be at the weekend...

Meanwhile I shall plot and plan evil schemes. Oh yeah, and maybe get some work done...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 12, 2008, 12:08:00 pm**

The motion that any participant be on their turn skipped over given that they fail to update within a week prior to such a date as it may be deemed necessary for their said removal, provided that such a week fall entirely within that participant's turn, being defined as the interval of time between the date at which the previous participant submitted his or her turn's progress up to the date at which the present participant submits his or her turn's progress, or up to the present date, whichever comes first, has been raised and seconded.

All those in favor of the motion indicate so by sa-*thwacked*

dresdor is now on the turn list.

[May 12, 2008: Message edited by: Keldor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **May 12, 2008, 12:57:00 pm**

Sign me up! Sounds dangerous enough to be interesting for me!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 12, 2008, 02:18:00 pm**

Arf. One week a turn sounds good.

Anyway, I've had a poke round the fortress - good food situation, especially with all the tame elephant calves wandering around. We could do with a few more things, though - some bins would be nice, and weapons, but primarily finding some metal... oh, and there's one more thing this place needs...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 12, 2008, 02:45:00 pm**

War Carp?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 12, 2008, 02:53:00 pm**

Excerpt from the diary of Dodók Dodókkir, Trader, 1st Granite 1053

Well, diary, the new administrator arrived today, or so it seems. Some idiot or prankster appears to have given him directions here that lead him straight through the Terrifying region, so he arrived here in a rather sad state. It was only the orders he was clutching, identifying him as our new ruler, that told us he wasn't just some wandering lunatic. We dragged him inside (he put up quite some resistance - especially when he saw the many elephants, which he seems particularly scared of), gave him some food and water, and let him rest for a while in a spare bed in the barracks.

Sadly his time in the wilds seems to have gone to his head slightly. After screaming "THE SALT MUST FLOW!" for 15 straight hours after he woke up (well at least it made a change from "I MUST HAVE THE PROPER SURFACE TO WORK ON!") he collapsed in a heap, and ran off, speaking in tongues, and started drawing up plans for something... I went and found him later and asked him about it...

"That's nice... a salt cellar. Are you going to make some sort of artifact?"

"EGSHGFDHJKGFDSAGDSH!"

"So its for Armok, is it? Must be a rather large and impressive salt cellar."

"UTROXVMVSOI!"

"What? That tiny little thing in the plans, next to it? What did you say it was?"

"LOGEMIGDSHGFDSD!"

"That's our fortress? And its all to scale? Riight... And what's that even tinier little thing over there?"

"JDJHOFDSG!"

"That's you, basking in the glory of Armok. Lovely. But what a pity - you've managed to get a nasty big red stain on the bottom of these plans..."

"KLUGGELFLOPSLGAGIFDHGFDSNHSOFDSVSO!"

"That's not a stain, that's the blood of all the dwarves who disappointed you and failed to appreciate your Vision. Great. Well I -"

"GFDDSHOFDSOPFDS!"

"You're not finished? You've run out of red? You need lots more red?"

At that point I backed off and left him to it. That seems the safest option for now.

Oh well. This dwarf may be some crazed lunatic, but according to the paperwork he's in charge for a year. I suppose it could be worse - at least we're not going to war against the carp, or deliberately living in miasmas, or trying to make this fortress the soap-making capital of the world... we shall have to see what happens to this grand vision.

At least he's only here for a year. I mean, how bad can it get?

[May 12, 2008: Message edited by: Jools]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 16, 2008, 12:36:00 pm**

An architect in a fey mood? This could be problematic indeed.

At least he's not in a fell mood - he'd have to build the salt cellar out of bone!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 16, 2008, 02:25:00 pm**

What about a priest/architect in a fel mood...

"The body is a temple, and now, I'll make your body into a temple."

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 17, 2008, 02:26:00 pm**

Apologies for the lack of updates until now: Jools cancels Dwarf Fortress - Interrupted by Social Life.

Won't happen again. ;-P

Spring update follows...

Extracts from the diary of Dodok Dodokkir, Abbeyverse, 1053:

1st Granite:

This new administrator, now he's calmed down a bit and returned to speaking in Dwarfish, seems to be a reasonable sort. I've seen many administrators come in and re-order everything, even to the point of deconstructing the fortress to point it in a more auspicious direction, but this one seems happy with what we've done so far - a few tweaks here and there, some more tasks added to the jobs list (mainly bins, which we were short of, and some more beds) and some more mining, exploratory tunnels searching for veins of metal.

The plans for the giant rock salt tower or administrator seems intent on building are hanging up in the meeting hall to "inspire" us, but it seems we don't have to do anything about it yet. Getting the season's planting done is apparently more important.

We are also building a jail, apparently a place to keep any dwarves who are "disappointing". One of the chambers dug out as a small tomb near the bedrooms is being used for this. Can't say I wholly approve of this, but at least this sort of justice is better than having a Hammerer turn up and kill everyone who doesn't make him 50,000 gem encrusted mini-forges.

17th Granite:

Elves have arrived. And nobody else wants to trade with them. I've reluctantly agreed to do the job, on the basis that that's what I'm good at, but I've also managed to wangle an extra ration of Dwarven beer in exchange for putting up with the snooty gits.

18th Granite:

Our guard force is beginning to take a little more shape - our lowest recruit has picked up enough skill to be reckoned as a marksdwarf. He's still not very good, though, but is wearing his new title with pride.

Our new administrator noticed him practicing up on the small fortified platform we built by the main gate, and I found him watching the crossbow bolts fired by our recruit miss the target and fly through the firing slits and out across the landscape. He seemed slightly concerned that one of these might end up hurting someone, so I pointed out that it might hurt our trading partners like the elves who would shortly be arriving.

On hearing this news, our administrator declared that this set up was fine for now. Maybe I won't have to trade with them after all.

Meanwhile, our miners are reporting striking many different varieties of rock, but as yet no metal ores. I hope they find some nice copper and tin.

28th Granite:

Migrants have arrived. From the top of the guard platform, I can just make out a distant Siege Operator. And a saltwater crocodile lurking in the bushes nearby. I hope they all make it to the fortress in one piece - I don't want to have to rush out and retrieve all their gear, especially as most of it will be inside the crocodile.

Still, they should be able to spot it and avoid it. I've stayed well away from all crocodiles, but according to a tale my cousin Urist told me, they all emit a loud mechanical ticking noise and so are distinctly unstealthy.

We have a new Siege Operator, a Miner, 4 Peasants, a Gem Cutter, a Trapper, a Jeweler, a Weaponsmith, a Fishery Worker, a Bowyer, a Stone Crafter, a Tanner, a Woodworker, an Engraver, a Ranger, an Engineer, a Metalcrafter, a puppy and two foals. I've had to sort out most of the reassignments to useful duties; our rather unstable administrator immediately collared the Engineer and starting talking to him about the construction of vast towers, to touch the very top of the sky itself...

The first jobs are to dig out some new rooms for all these migrants, and expand our workshop capacity, fields and other food supplies to get them all working for the greater good.

Meanwhile, Keldor has declared himself Mayor and Kazindir "Captain of the Guard". Apparently our influx of migrants means that they suddenly need weapon stands, armour racks, statues and the like to beautify their quarters. My modest request for such fripperies as a table to go in my office have been denied as unimportant for now.

3rd Slate:

I finally get round to talking to the traders. They've brought 5 muck roots, 5 prickle berries, and several tons of rope reed cloth. I haven't the heart to point out that we're surrounded by prickle berry bushes and are weaving our own rope reed cloth. Maybe if I buy a decent chunk of this stuff they'll bring some good stuff next time... or maybe they'll just load up on more cloth to bring to us. I'll just buy the food and a little cloth, and load them up with our lower quality stone crafts. Oh and I'll buy the bin the cloth is in - we haven't got round to making many of those yet. Actually that's probably the most useful thing the elves brought.

4th Slate:

Our deep exploratory tunnels have thus far proved fruitless, and more importantly, oreless. But as soon as we started expanding the living quarters, we hit iron ore. Maybe now we can start making some metal...

7th Slate:

Some Ranger got himself killed by an alligator. And then everyone rushed out to grab his stuff, and are being chased by a pair of alligators. One of the new fortress guards is dealing quite well with one alligator, but the other is off chasing a Tanner.

What a mess. I've asked Kazindir and his squad to sort it all out. There's two alligators and a crocodile, and annoyingly none of them are fighting each other, they're teaming up and hunting dwarves - and our war dogs and puppies. One of the puppies got hurt, and now the river is running red with its blood. I never knew there was so much blood in a tiny little puppy.

Note to self - in the next mailbag that goes to the Mountainhomes, remember to send a note to that chap who works for the Gourd of Ramsays and ask him for some good black pudding recipes.

The alligator now seems to be bored with dwarf-killing and is hunting warhogs instead.

Kazindir has said he will "Take my request (to deal with the alligator) under advisement" and then promptly went to bed. I must ask Keldor or our rather odd administrator to have a word with him after all this is over. For now, I've sent Kivish and his pair of marksdwarves to go alligator killing.

22nd Slate:

The elves are finally leaving. I think perhaps we upset them a little by dragging all sorts of dead things past the trade depot - warhogs, puppies, chunks of unknown animals... they're probably not best pleased, but they got some good deals from us so they might come back.

3rd Felsite:

One of our Engravers has entered a strange mood. Chucked someone else out of a workshop. She's now dashing off all round the fortress grabbing stuff. I hope she doesn't want metal, we still don't have our own smelter or forge.

She's working furiously now. I didn't catch what she grabbed - I hope it was rock salt...

7th Felsite:

I stopped by Keldor's quarters today, to inspect the engravings that have been ordered made there. In there I found "The Vice of Grips" an image of a dwarf and dwarves. The dwarves are refusing the dwarf. The dwarf looks dejected.

It's bad enough being told I can't have a desk in my office; but now they have to rub it in by commemorating the event in an engraving?

9th Felsite:

The Engraver with the fey mood has produced a rock salt earring. Nice. A lovely item for a young ladydwarf. Only she's gone and called it "The Romance of Chastity".

Guess I won't be asking her out, then.

24th Felsite:

Things seem to be settling down. I'm trying to ensure this place doesn't fall apart while our administrator busies himself in private, fiddling with his designs for a rock salt tower. Currently the priority is cranking out beds and doors so everyone has a bedroom... but I have a side project - ballista parts, and wooden ballista arrows. With our trained Siege Operator here, anything that comes to raid us should have a bit more to worry about than just some wrestlers and marksdwarves.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on May 18, 2008, 04:30:00 am**

2nd Hematite:

Our odd administrator is getting frantic. Apparently our Great Tower's construction must begin soon. I pointed out all the planting that needs doing, the fact that many of our dwarves don't have rooms yet, Keldor's outstanding demand for a warhammer to be made while we still haven't got any metalworking system yet... no, we need a gigantic rack salt tower filled with lumps of rock salt.

Apparently.

While our military trains, I've been looking at getting them some support. Rather than eating all our puppies, I've been letting them grow - hopefully, with a little training, we can have a veritable army of war dogs to defend us. Most of them seem to be following Kazindir around at the moment.

13th Hematite:

We're short of wood. While the elves aren't watching, I've designated a minor deforestation near the fortress. Hopefully with this we can make charcoal, barrels, and beds, which we need quite badly right now.

17th Hematite:

Keldor's dining room has finally been engraved to his satisfaction. He hasn't yet noticed that most of the images are of the rest of us labouring, or getting slaughtered by alligators.

Now all I have to do is make him that damn warhammer.

Oh, and deal with some human traders and a merchant Baron. I hope they like rock crafts... and our various bone crafts. Maybe I could trade that rock salt earring for their entire caravan...

More bad news. Keldor hasn't been re-elected. Now we have some ex-wrestler in the post. Great, that's all I need - after all that work sorting out his quarters, he no longer merits them. Not that I'm going to try and evict him. I'll just get some new quarters dug.

And this is the point when our odd new administrator decides to start designating his giant rock salt tower's construction. This is a bad day for me. Now what?

Kivish is a marksdwarf. More crossbow bolts spraying across the land while our valued human trading partners approach. Wonderful.

27th Hematite:

Word of our accomplishments has spread far. More migrants have come. Why couldn't word of our lack of sufficient living space have spread, too?

Meanwhile we're finally getting around to making an iron war hammer for Keldor. Maybe it'll cheer him up.

A Tanner, a Woodcutter, a Blacksmith, an Animal Dissector, a Fish Cleaner, a Fishery Worker, a Peasant, a cow calf, and a puppy have arrived. We now have 58 dwarves in this fortress, and 46 bedrooms. Time to do more digging.

2nd Malachite:

I begin dealings with the Human traders. After getting the ritual height jokes and beard jokes out of the way, I look over their goods. They brought lots of wood. We live in a forest. These guys are almost as bad as the elves.

On a positive note they have some caged animals. They're always good for breeding stocks and food. And they have a ton of booze.

And rope reed cloth. Why does everyone think we need this?

They're unwilling to strike any sort of even vaguely fair deal for booze or food, and have left in a huff. Never mind. The dwarves will come later in the year and trade more equitably.

12th Malachite:

I had a chat with the human Trade Baron today - ordered some seeds and meat for next year. We're pretty self-sufficient, but more food is always welcome.

22nd Malachite:

The human Baron just bid farewell to our band of "Stout dwarves". Who precisely is he calling fat? I think him being so tall has meant his brain has been starved of oxygen, as his heart can't pump blood that high. Rude bugger. Anyway, he's gone now.

1st Galena:

Our new Mayor has everything she needs now, thanks to our Master Engraver. We've even found time to fulfil a production mandate for gloves.

I must remember to be nicer to Keldor about all this. Just because the new Mayor is a lot more popular than he was doesn't mean he's a bad person. And obviously her election had nothing to do with me.

In other, entirely unconnected news, I have been given a desk to put in my office. Hooray for the new Mayor!

6th Galena:

The rock salt tower is going up and outwards. Meanwhile, I'm trying to keep the fortress together - we have lots of bedrooms, but not enough beds yet, and the metal production system stutters as we keep running out of charcoal, because we keep running out of wood. We'll have to start cutting another forest down.

Also our new Mayor has banned the export of gloves. Clothing was never in my trading plans, so I'm fine with that.

8th Galena:

Damn. Another alligator has appeared nearby. I'm going to ask Kazindir and his squad to deal with this one.

Oh. It appears he's asleep on the job again. Fine, I'll get Kivish to deal with it. Meanwhile our fishery worker, Eshtan, is unconscious, while the alligator is happily mangling him. It's probably for the best. I've sent our best engraver up into the Siege Tower to make a few sketches of the scene; I'll get it engraved into Kazindir's bedroom while he's not looking.

Kivish is asleep as well. Will no-one rid me of this troublesome alligator?

It ran away, in the end. Sadly it never came in range of our defence ballista in the tower - I was looking forward to turning it into a giant kebab.

I've ordered some axes made - I want our army better armed, then perhaps instead of training in the barracks, they can learn by killing the local wildlife.

18th Galena:

Now that blasted alligator is chasing our master engraver, and despite being Unbelievably Tough, the alligator is doing some damage. Fortunately Kazindir and Kivish are finally swinging into action.

But too late. Our Engraver has been struck down. And chasing after it for revenge seems rather pointless, as it seems to be charging into battle with a herd of elephants.

1st Limestone:

Autumn arrives, and we're well set for food, running low on booze, and short about a dozen bedrooms, but things aren't going badly. Soon we ought to have a military force not just agile and trained in wrestling, but armed with stout iron axes. We still need barrels, bins and beds, but apparently that damn rock salt tower is more important. Blast this administrator we've been saddled with; why is he leaving all the vital work to me and focussing all his effort on some giant folly?

Oh well. Like I said 6 months ago, at least we're not fighting carp.

2nd Limestone:

We appear to have a couple of harpies in the area. Quite why they're here, or what the miner they interrupted was doing so far from the fortress I don't know, but I've politely asked Kazindir to go and chase them away. We could do with not losing yet another dwarf to the creatures of this place.

I asked Kivish to go as well. No harm in overkill.

The harpies are running away, probably from Kazindir and his vast pack of hounds. With justification, it turns out. Kazindir ripped them apart bare handed. I must make sure he gets an axe soon.

Whilst rushing about in the defence of the fortress, our Mayor got ambushed by a saltwater crocodile. The beast is unconscious and injured in several places; sadly so is our Mayor. Hopefully she'll recover, but with both legs injured and her lower body bleeding, she looks like she'll be immobile for a while.

Something tells me she'll use her spare time to mandate things.

8th Limestone:

As we clear up from the crocodile attack, an alligator threatens one of our number. Kazindir dashes off again, heedless of the nearby elephant.

13th Limestone:

The alligator has approached our main gate and started picking on the dogs. Kivish is nearby, and Kazindir is coming back to kill it off. I'd be tempted to raise the drawbridge and let the marksdwarves deal with it, but a caravan has arrived. Hopefully this bunch will trade with us on reasonable terms - if they manage to make it past the herd of elephants they appeared next to.

Maybe they'd like a fresh alligator corpse.

15th Limestone:

We spotted a kobold thief, far out from the fortress. Kazindir, covered in blood and vomit and seeming to enjoy proper fights a lot more than training, has dashed off to deal with it.

The kobold escaped, sadly. Kazindir seems rather put out by this. I told him not to worry, there are always more skulking around.

19th Limestone:

We're getting close to housing everyone now. There are only a couple of bedless dwarves, and most of them are Guards that sleep in the barracks anyway. However, our focus on housing has led to a barrel shortage, meaning our drink supplies have dwindled. I've ordered a rush job on barrels, and quietly stashed away a small supply of my own booze.

21st Limestone:

One of our Miners is possessed, and has claimed a Mason's workshop. I'm hoping for another rock salt item... she's begun work immediately, and rock salt is the only material in there, so I think we'll have another glorious artifact made from salt. The salt must flow!

24th Limestone:

A boy has been born. With this addition to our fortress, and no recent losses to wild animals, I feel we are finally asserting our natural dominance over the wilds.

Our possessed miner has finished. She's created a rock salt hatch cover, encrusted with rock salt. Very nice and appropriate. It might even get used in our giant tower...

1st Sandstone:

An alligator has attacked a wandering Jeweller. And got a bit of a kicking in return. Kazindir's off to finish the job. Meanwhile I'm grabbing some kip; I can't be bothered to trade with the dwarves.

We lost that Jeweller to the alligator, and another woodcutter got heavily wounded, but the alligator is dead now. Kazindir seems to like his new axe.

6th Sandstone:

I make it to the trade depot. I'm thinking we need seeds and booze, and have a ton of rock clutter to sell. I pick out seeds, booze, meat and a few other items - we can always use axes, for instance. I cast an admiring eye over some giant trap components, but they're not worth the price - besides, we can always make our own.

25th Sandstone:

A kitten spotted a kobold thief and chased it away. Meanwhile, the frantic work to store all the food and booze we bought is taking up most people's time.

Our rather odd administrator is still closeted away in his room, muttering about the slow progress on building the tower. Most of the building up is done; but it hasn't gone very far out yet. I consider it slightly more important that everyone else now has a room, including all the Guards. Oh, except for the Baby that was born, but he hasn't even had his first drink yet, so I'll sort that out later.

4th Timber:

Migrants! Our third wave this year. Maybe this bunch heard that we all had bedrooms now. An Armourer, a Hammerdwarf, a Peasant, a Miner (called Giftquake? Maybe I should give him a safer profession), a Wood Crafter, a Mechanic, a Weaver, a horse foal and a mule have arrived. We're up to 63 souls, all counted. Time to start on the bedrooms again... and some more fields, and stills, maybe another kitchen...

We've also finalised some trade agreements. Shields and bucklers look like our best bet for trade goods with the humans and dwarves; Armok alone knows what the Elves want.

12th Timber:

Our rock salt tower now reaches as high as we can build it. The odd administrator sent from the Mountainhomes who ordered its construction seems a little more relaxed now. All we have to do, apparently, is build it out at all levels, and fill it with salt, so that Armok may season things properly.

19th Timber:

A harpy approaches from the west, scaring a Wood Burner and eviscerating a war. dog. Kazindir's off to carve it to pieces. It appears to be approaching our fortress; hopefully sheer numbers will deter it from trying to force its way in.

One hit and the harpy is toast. Lungs, liver, kidneys, spine, Kazindir's somehow managed to get most vital organs with one swipe. It's all over bar the dismembering... until a second harpy appears, near our Weaver.

As Kazindir charges heedlessly into battle, a saltwater crocodile scares a kobold out from his hiding place and promptly mangles it. Looks like the wildlife is finally picking on more than just dwarves.

1st Moonstone:

Winter arrives. We're reasonably stable on the food and booze front, still cranking out barrels and beds while the tower takes shape. Our Mayor is still bedridden and unconscious, and Kazindir is running around waving his axe, so that's leaving me to try and keep the fortress from falling apart whilst this mysterious dwarf sent to be some sort of Administrator demands more and more work be diverted to building a giant, useless monument.

Why didn't I take that Trader post I was offered in Boatmurdered? All right, so I'd have had to live with swarms of elephants, goblins and the stench of death everywhere, but at least I wouldn't have to play politics.

13th Moonstone:

A fisherdwarf has drowned. He got attacked by a milkfish and fell in to the river. I'm not planning on sending Kazindir out for vengeance on this one, but I think a set of steps to escape from the river might be a good idea.

15th Moonstone:

We all have beds again, plus a few spares. This probably means more migrants soon. I've ordered yet more barrels for food and booze, as we still have stuff left out in the open, plus the construction of another kitchen to cook more of the food into something a bit more palatable than steak tartare.

We're not short of food. Or beds. So obviously our mysterious administrator is going nuts about tower construction. More and more dwarves have ben diverted to the masonry tasks required; we may not finish it before his time here ends, but that's not something I particularly mind. As long as a Hammerer doesn't arrive before then and enforce Dwarven justice in the normal way...

17th Moonstone:

A woodcutter, injured at some distant point on the map and just left there by his comrades, has starved to death. No doubt this will lead to a predictable and immediate lemming rush to go and grab his stuff.

I've put Kazindir on standby just in case whatever wounded him is still nearby.

20th Moonstone:

Ambush! Seven goblin macemen have appeared, sniffed out by one of our puppies.

Kazindir puts all thoughts of waiting for backup aside, and recklessly ploughs into them, supported by only his faithful pack of hounds. The rest of his squad are sleeping, resting, or simply too far away to support him. Dogs and goblins go flying in pieces as he charges at the ambushers, waving his axe around like a maddwarf.

Speaking of maddwarves, our strange administrator is up in the marksman's tower, looking the other way from the ambush and muttering something about the tower.

After mincing the goblin ambush single-handedly, Kazindir has declared that he needs a drink. Nobody objects, at least partially because they're all charging out to grab bits of goblin armour that won't fit them, and maces that they don't know how to use properly. Idiots.

1st Opal:

We're out of empty barrels again, and charcoal. I try to ensure that the needs for these items are fulfilled, after enduring an ear-bashing from the Administrator about the importance of building the tower. Oh, and putting a trap in the entrance - axe blade, serrated disc and spiked ball, so it can deal with any goblin that tries to defile the Salt Cellar of Armok. I go slightly beyond the call of duty and load it with some large copper knives from kobolds, and some of the weapons the goblins dropped - anything that tries to enter the tower uninvited is going to get absolutely minced... as long as we keep cleaning out the trap.

11th Opal:

Our food stockpile has filled up again. I'm going to have to ask the miners to dig us some more space.

Meanwhile, I'm worried about our Mayor - she seems in rather bad shape...

I also designate a couple of full grown elephants for slaughter... and I notice we've got a mating pair of tame warthogs in cages. I'll let them out and let nature take its course - it ought to give us some variety in our diet at least. While casting around for a suitable room to put them in, I happen to notice Keldor's throne room. Plenty of room for them in there, that ought to do for them... ;-D

12th Opal:

The Mayor, Moldath Uzolborik, has finally died of thirst after being bedridden for ages following a wrestling match with the local wildlife. We have yet to elect a replacement - I'm hoping it's Keldor, as then there'll be a set of Decent rooms free, and a hardworking Trader who just happens to merit them.

We'd all be in mourning if we had the chance, but the Administrator is demanding ever more resources diverted to building the tower. While he's not looking I order some more coffins build so that our late Mayor can at least have a last resting place.

24th Opal:

GAAAAAAAARBHIDFOHGDFOHIRGMTSRELOS! ALL HAIL RAKUST!

Diary of Unib Rakustzim, Animal caretaker:

24th Opal:

My friend Dodok the Trader, probably the most stable and uncomplaining dwarf in this place, has become possessed. He's giving the Administrator a damn good run for his money in terms of batshit-craziness. What are we going to build for him, a giant pepper pot?

Anyway, he's grabbed a Carpenter's Workshop, disrupting our barrel supply, and is dashing about like Kazindir when he's got a new axe. He's begun some mysterious construction using pine and cedar, harpy bones, and a couple of jewels. He was particularly frantic about the last bit, screaming "Jewels! JEWELS!" and running in circles in the stockpile, and some of the lads have taken to calling him that.

Diary of Dodok "Jools" Dodokkir, Abbeyverse, 1053:

27th Opal:

I... was possessed by some unknown forces. Apparently ran around babbling like an Administrator. I can't remember a thing about the last few days, but I seem to have made a nice Pine Armour Stand. Its got lots of little pictures of shining suns and stars on it, and a record of the creation of that rock salt earring.

Very nice. Something tells me that despite my construction of it, it won't turn up in my room.

2nd Obsidian:

Goblin snatcher! A kitten spotted it and started yowling, drawing attention to it. Kazindir and Kivish are unsurprisingly sound asleep, but I've called for any other guards who are awake to muster at the main gate.

The snatcher is fleeing. He'll be back, I suppose.

9th Obsidian:

One of our injured wrestlers has gone into a berserk rage due to being wounded for so long. He's one of Kazindir's men; I've sent him to sort the mess out. The guard nearest the berserker has fled like a coward, and a war dog is getting beaten to a pulp instead.

Kazindir has sorted it out; the wrestler now faces even longer in bed, healing. And in Jail, if I have anything to say about it...

...which I don't now that he's dead. I've tried to explain to Kazindir that there are alternative solutions to problems that don't involve hitting things with axes until they don't have any blood left to spill, but he doesn't appear to care.

14th Obsidian:

It appears the toll of building the rock salt tower has finally snapped our already unhinged Administrator. As it became clear that we would never complete it before his year in control ended, he became increasingly unstable - running round and screaming at everyone. And then just yesterday he came out of his room in a perfectly calm mood, approached me and greeted me by name, then glanced at the angle of the sun and exclaimed "Oh heavens! Is that the time? You'll have to excuse me, I'm late for my piano lesson".

He then tore off all his clothes, and sprinted off on a meandering path through the wilderness, gibbering like a baboon. I climbed to the top of the great folly of a tower and watched him until he went over the horizon; none of the local wildlife seemed to want to even try catching him, as if they knew there was something off about him.

Oh well. It'll be a couple of weeks before any new administrator turns up. In the lack of anything better to do, I shall continue construction of the tower until our new ruler arrives and changes everthing. While an incomplete folly is a perfectly fitting monument for an insane dwarf, I feel that if we built up a few more levels properly we ought to be able to use it for something at least vaguely useful.

I wonder what happened to the dwarf who was really meant to have been our administrator for this past year. Nobody that crazy normally gets sent out to rule a fortress. He probably got eaten by carp or something.

15th Obsidian:

Our drink supplies are dwindling a bit. I shall order more barrels, and another still - actually no, I shall let our new administrator do that. I'm going to spend the next couple of weeks having a well-earned rest.

1st Granite:

Spring has arrived, and with it, a new broom to sweep away the mess of the old administration...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 18, 2008, 09:15:00 am**

A few quick note:

1. AN EDITOR! AN EDITOR! MY KINGDOM FOR AN EDITOR!
2. Apologies to Keldor & Kazindir for taking slight (!) liberties with their characters.
3. As obvious, not everything I tried to do got done or worked. We have an excellent B&B here, and the skyscraping tower does go all the way up (well the very top down staircase bit is designated rather than fully constructed, but you know what I mean) but otherwise its pretty incomplete. More barrels, booze, and fields are probably a good ideato keep the fortress running. And while it's utterly up to individual players, I think that leaving the tower incomplete is reasonably fitting - though the lower levels could usefully be built up a bit more and turned into something.

Map & save coming.

THE SALT MUST FLOW!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 18, 2008, 12:26:00 pm**

Map: [here](#)

Save: [here](#)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 19, 2008, 01:25:00 am**

dresdor, congratulations, you have won an all expenses paid trip to Abbeyverse! Your belongings have been transported to the wagon for you, and we've taken care of renting out your room for the duration of your absence. All you have to do is head down to the trade depot at noon today, and depart on your way!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 19, 2008, 04:28:00 am**

:)

Abbeyverse definitely needs to find some metal, although I suppose if the goblins keep coming like that our brave dwarves could just concentrate in the saltmines and melt down goblin iron armour and weapons and make proper dwarf stuff out of it that way!

The humans bringing wood is probably my fault, it's my default "uh, I dunno, bring something useful" response to trade envoys, always useful for charcoal and beds. Or beds made out of charcoal, as the odd insane dwarf decrees.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 19, 2008, 10:20:00 am**

It lasted a whole 2 months under my care...and was utterly destroyed by goblins. So I'm going to save-scum, and retry it later. It was bad...like half the pets killed by goblin bows, then the captain of the guard going berserk, killing the goblins and throwing himself into the river...surviving for about a month killing fish.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 19, 2008, 12:18:00 pm**

If you've got a couple of months before the goblins come, you could always alter the Tower to be a collapsing one, lure them into it and pancake the whole damn thing on top of any of them who survive the weapon trap in the entrance... ;-D

Kazindir - we do have some metal - limonite, to make iron, but its the only vein I found, and digging it out means the miners working in some poor sap's bedroom...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 19, 2008, 02:28:00 pm**

There's some other metals I found before all hell broke loose...I also spent some time trying to completely divert the river. It failed miserably, and flooded the whole fortress

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 19, 2008, 02:33:00 pm**

I have no idea if that's possible within the mechanics of the game, but simply trying it in the first place is a noble effort worthy of praise.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 19, 2008, 05:08:00 pm**

My thoughts were that:

1. We need water

and

2. What's in the water kills/maims most of our dwarves.

So diverting the river seemed to be the only logical solution. easiest/best way to do it would be to dig a shorter channel between the begining of the river to the end of the river than the path it naturally takes. Problem is what happens if it decides to flow backwards when it's released, and there are no guarantees that it will actualy work. Worth doing more experiments on tomorrow.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 19, 2008, 06:39:00 pm**

What do we need water for? We have a well! Unless someone broke it of course. :)
Also, there is a grate in the water channel from the river to the cistern, where it passes under the wall. I decided we didn't need carp in the well. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 20, 2008, 02:26:00 pm**

Well, the first half of the year was really exciting, and I'll post it tomorrow, and hopefully finish my turn tomorrow. I just hit winter, and managed to complete a few massive engineering projects of my own (sorry, the salt tower didn't get much work done on it, it's a real pain to have to assign all those floors and walls again and again and again for 15 stories).

UPDATE:

While I won't be posting the full log until tomorrow, I am finished. In the process of engineering a waterfall for our entrance, I nearly managed to flood the whole fort. I seemed to forget that there was some spillage into an already full reservoir, which overflowed drastically. The good news is the drainage system for the waterfall works fine...and I almost managed to get the whole thing fixed before my turn was up.

Update tomorrow, now sleep.

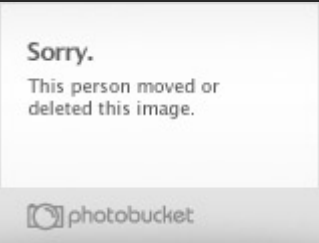
[May 21, 2008: Message edited by: dresdor]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 21, 2008, 08:52:00 am**

From the log of Dresdor, quartermaster,

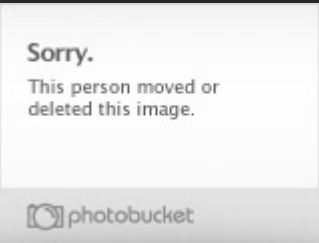
With the start of a new year, calls have come out for a new mayor, and Jools has been the only nominee. As our leader, he will be unable to handle the bookkeeping, trading, and day-to-day tasks that keep our mine running, and so those tasks fall to me. I'm not a clerk or a trader, but my wife has great faith in my abilities, and I figure this job is better than some others to be had at this place. (namely fishing, as the carp around here seem to think it's their job to catch us).

Looking around at our fortifications, I notice a severe lack of any real defense. Yes, we have a wall and one entrance, guarded by a ballista and murder holes for marksdwarves, but beyond that, we have no defense! I've ordered the contruction of a firing platform on the rear portions of our walls. From here, marksdwarves can target the river, where most of our non-goblin threats come from and the central courtyard, in case a siege breaks the gate. I've also ordered the gate reinforced with warhammer traps, and as soon as we have some spare laborers, I'm expanding our military.

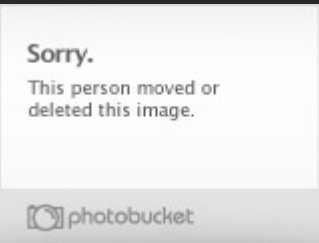


I've also noticed a severe lack of a quality statue garden. Since my wife loved taking strolls through the statues in our old mountain home, I figure this should be a priority, and have the plans for it laid out. It will be grand, depicting our great heroes (and of course, myself in the middle) and engraved with all our exploits.

While I'm planning this, some goblins decide to stop by. Of course, my weapon traps are now in place, and they are quickly beaten back by them and our markdwarves (who arrive as the goblins flee). The good news is, two of the goblins are now caged, and awaiting whatever punishment we decide for them. I have something grand in mind.



Dresdor, Quartermaster, has entered a fey mood. Dresdor has begun a mysterious construction.

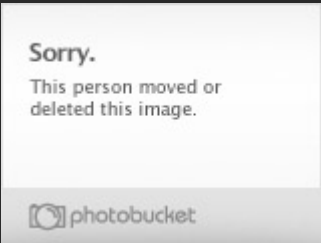


Today is the fifth anniversary of my marriage. Traditionally, the fifth year's anniversary gift is one of stone. Which honestly, is the same as every other anniversary. Given my wife's love of murals (we had an impressive one at our old home) I've commissioned the first mural of Abbeyverse. I figure it is a fitting symbol for this place.



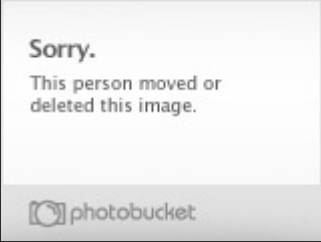
*For those that don’t get it, this is an artifact mural of a microline salt shaker. It is made of bridges and menaces with spikes of genius.

One of our weaponsmiths went mad today and started drawing all sorts of diagrams and images on the walls before heading to the smithy and gathering some bismuth bars...I’m not sure how he forged anything without using any coal or coke, but sure enough, he made himself a war hammer.



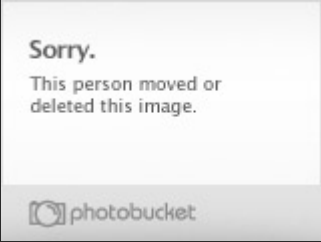
*Note: We got a legendary weaponsmith out of it, which rocks

And if the metalsmith going mad wasn’t enough, some goblins decided to stop by. Led by a bow-goblin on a beak dog, they came for our fortress, most likely to steal our new warhammer. I got the drop on them, though, with our marksdwarves lining the wall, I waited until the last moment to lift the bridge and lock our gate shut. One of our warhammer traps knocked the goblin leader and her beak dog into a small pond where they drowned. It was a good day, about half the goblins were brutally maimed by bolts, a quarter by weapon traps, and a quarter fled like coward (one getting eaten by an alligator).



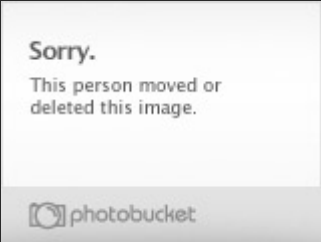
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor on May 21, 2008, 08:53:00 am**

Dresdor has finished his contruction. Dresdor has created Foekillah “Bloody Goblin Death” an artifact arena.



* This is an artifact arena. It is made of rock salt. There is a design of a “D” in diorite, and it menaces with spikes of uberness.
NOTE: Top lever is for the cages, bottom lever closes the outer door (not shown)

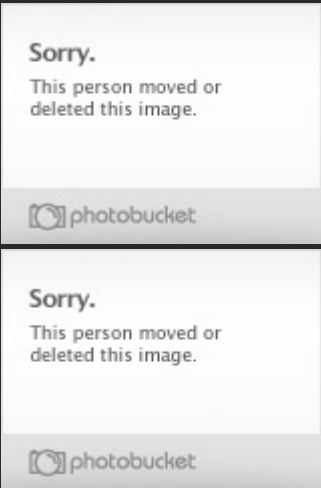
Now one of our metalcrafters went mad. She claimed the forge (I wonder if maybe the coal fumes are getting to them) and proceeded to make an expensive, but utterly useless, lead amulet.



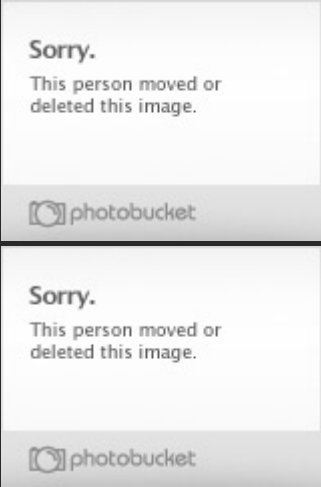
*Utter failure is right, this artifact is an utter failure to produce another legendary dwarf. I was hoping for a legendary armorer.

The statue garden is finally complete, and I took a lovely stroll through it with my beloved. She took the opportunity to tell me that we will have to expand our bedroom a little, as we have a child on our way. I thought I couldn’t be happier, and then we got back to our room...

As I slept off the celebration of our impending children, two more squads of goblins showed up, all riding beak dogs. Luckily, the human caravan was unloading their goods, and we had some support from their bowmen. Our dwarves mounted the walls again, and prepared for a siege. Only then did I receive word that both groups were led by marksgoblins. A dread fear settled in my stomach (although it may have been because of the –quarry leaf biscuits- I think they were starting to turn) as the goblins came closer. A bloody battle ensued, and we must pause our great plans to bury our dead and mend the wounded. Because of the battle, Jools was removed as mayor, replaced by one of our war veterans, a marksdwarf. I thanked the humans for their help, and gave them my condolences, as their liason was shot and killed by the goblins. We gave them a great many gifts as thanks, and they went on their way.

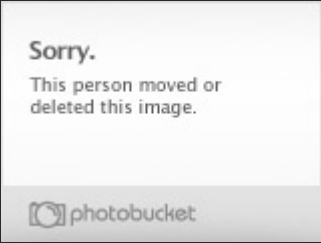


I’ve decided that our front entrance is not nearly grand or dwarven enough. We live in a swamp, with very few beautiful things to look at, and so I’ve decided to change that. I’ve ordered some contruction done, but haven’t told anyone what it’s for specifically. They can wait to see when it is finished.

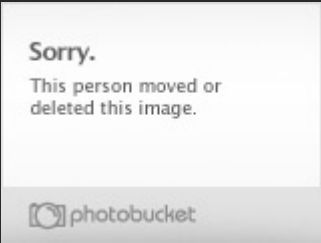


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 21, 2008, 09:16:00 am**

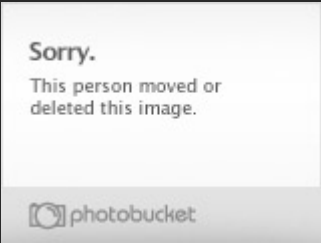
My daughter was born today, and what a glorious day it is for me. Our first child will be a great leader one day, and she will learn much from this fortress. However, the day is turned sour fast by the arrival of a goblin ambush, one goblin even reached inside our walls. Before they could be driven off, a jeweler was killed and a child wounded. We mourn our friend as we celebrate new life.



Construction of the mystery device is nearly complete. I had to tear apart parts of the front fortification to make sure it doesn't leak....I mean to make sure the construction is sound.



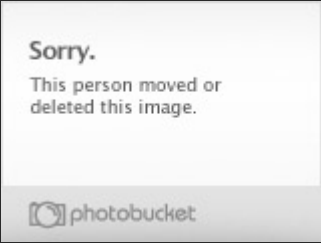
Time to test our great creation. It is a waterfall for our front entrance, complete with drainage system. Surely this is a great addition to our home.



*Oops

Unfortunately, the system wasn't sealed properly, and I am to blame for that. We managed to disconnect the gear assembly before flooding anything more than the courtyard. Unfortunately, Jools was swept away in the flood into the reservoir tank, and drown before we could reach him. (For future reference, I've built a level to be hooked up to the disassembled gear assembly so if this happens again, it's a one-lever pull fix. Also, the lever inside the walls by the staircase is for the floodgate blocking off the northern part of the system, it can be disassembled)

I've decided to step down as manager so I can spend more time with my wife and daughter. I will remain on as bookkeeper, as it is a steady job and an easy one to step away from for a moment. I've ordered the leaks in the waterfall system sealed, and there are only a few more that need tending too. Once that is finished, our grand waterfall can flow.



Save: <http://dff.d.wimbli.com/file.php?id=178>
I have no idea how to upload a map.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 21, 2008, 10:36:00 am**

Nice work! Is it all finished? Does the waterfall just work as an ornament, or wash away besieging goblins?

[Dwarf Fortress Map Archive](#) - but first you need to export the images of every level, and then use SL's Map viewer to convert it, and then you need a login for DFMA... if you can't be bothered, I'll snag the save file later on and upload a map.

Elected to Mayor, then drowned in a freak accident resulting from a grand project breaking down? Well at least I led an interesting life... sign me up for the second round, I have a feeling some distant descendent of "Jools" Dodokkir wants to carry on the proud tradition of family members dying in crazy ways so that the salt may flow...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 21, 2008, 11:53:00 am**

[Abbeyverse map](#)

Still mildly moist...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 21, 2008, 12:33:00 pm**

Well, based on where the grates are located, it *could* be used to wash away goblins, but not without modification and some way to dump them into carp-infested waters below the grates.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 21, 2008, 10:12:00 pm**

I must warn whoever will be playing next, the drainage system furthest to the south is compromised because of the fact it's permanantly at 7/7, so you'll either have to find a way to block it off/redirect the water flow or deal with the map flooding.

Also, be careful after replacing the mechanism, water floods out of that little hole in the wall really fast.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 22, 2008, 12:30:00 am**

Jools, you're now added for the second round.

And now, let us all welcome our new leader, GeneralValter!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **May 22, 2008, 05:35:00 am**

First Journal of Magnificent Overseer General Valter, 1st Granite 1053

I have decided to take a job at some enormous salt pit in the middle of no where. My research so far has revealed only that the landscape it is located in is bipolar, and there is an excess of carp.

Even with these eccentricities, though, this "fortress" may be the most normal job available to me for a while! My other choices were a giant tower built in the middle of a chasm, a religious stronghold known for its demon maiming talents, a prison camp for unscrupulous dwarven politicians, a museum collecting rare artifacts, and a fortress named "Glovebreakfast", which is enough reason for me not to go there already.

My term starts in two years. I shall get ready.

Alright, the DFFD's not working for me at this moment. I'll download the save and start tonight.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **May 22, 2008, 06:43:00 pm**

First Impression: There must be some kind of secret punctured lung club here, 'cause just about all my soldiers have mangled lungs. And there's about 10 other people with broken legs or arms or toes or what have you.

As I walked into the barracks to review the injured, one wrestler, for reasons which I could not discern, went insane and started attacking a nearby dwarf. Going berserk is not a good idea in the barracks. He was dealt with immediately, but he woke up the dwarves trying to rest in the barracks, and I fear they will have trouble getting back to sleep.

Drastic changes need to be made here. It's time to make this fort defensible.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 22, 2008, 06:44:00 pm**

Hammerdwarf training + Speardwarf training + bowgoblins == punctured lungs.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **May 22, 2008, 08:24:00 pm**

First update: Early work (Sorry there aren't any pictures. I'll try to get some for the next update)

"So, where are the defenses?" Valter asked the mechanic foreman. Well, technically he was the only mechanic in the outpost, but that still makes him foreman.

"Uh, you're standing on them."

"Hmmm. One row of weapon traps."

"A-Yup."

"And a raising bridge."

"A-Yup."

"...Is there any moat? Dig you dig out the space underneath the bridge?"

"A-Nope."

"Argh..."

As production foreman on this giant hunk of salt, I have noticed a rather large architectural failure on the part of the previous overseers. Here we have a rather nice settlement right next to a river, and yet our entrance points in the exact opposite of it! Once the river bridges are up, I will be destroying our current entrance and destroying it.

I ordered the woodcutters to knock down all the trees on the river-side and make room for paved roads, but alas, one has already fallen to the carp. The buggers are more dangerous than I initially thought.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 23, 2008, 03:03:00 am**

(The mechanic foreman isn't still Endok, is it? He was always a halfwit...)

Keldor stormed into Valter's office.

"What do ye mean ye're goin' to build the main entrance on the river side of the fort?! Don't ye know we here call it the Red River of Death?? That entrance be where it is for a reason. Even if those damned carp won't be crawlin' out of the water to drag you in, there be giant crocodiles that will!"

XD couldn't resist

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 23, 2008, 03:55:00 am**

<The ghostly spirit of "Jools" Dodokkir appears, and hovers in the new overseer's office>

Beware the carp... beware the carp!

That said, if the carp stay in the river you **could** stay safe from them and, with a retractable bridge, dump goblins/ogres etc. in the water with them. And to be fair, the land side is no safer than the river - I lost count of the alligators that approached from that side...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **May 23, 2008, 05:26:00 am**

Yeah, that's about the plan. If I can get walls on the sides of the bridge, the carp death frequency will go way down (I think). Walls can be used to support bridges, so if I build walls around them, I can make a bridge as long as I want to. I did this for my dwarven tournament entry.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 23, 2008, 07:52:00 am**

Question: Can you pump fish or do pumps act like grates in that regard?

EG with our carp filled river, can you pump water up into a tank which will then also fill up with carp, into which we throw...things. Or fall in. Or hold Extreme Fishing competitions. Or brick up the entrance to and never speak of again. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **May 23, 2008, 08:12:00 am**

Even if you can't pump into a tank, you can fill one below river level from the river, including carp, then close it off and drop things (goblins, titans, rivals for the position of Mayor) in... the impact of the drop making it a little easier for your pet carp to kill and eat them...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 23, 2008, 10:01:00 am**

There is carp access to the southernmost grate section, because it's directly connected to the river...as well as part of the well system (just not the inner parts). So there's carp a plenty.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **May 23, 2008, 10:08:00 am**

Update 2: still spring.

Work on the bridge system is progressing, although it has been interrupted by pesky goblins. There's a squad of crossbowgoblins on beak dogs somewhere nearby, but they haven't got any access to my fleshy dwarven population, so I guess it's all right.

Fortunately, the only casualty so far has been the aforementioned woodworker. I guess that old adage is true: "You can't make an omelet without breaking a few dwarves".

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 29, 2008, 04:39:00 am**

GeneralValter, it's been nearly a week since you've posted. You still with us?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **May 31, 2008, 09:05:00 am**

I am still with us. Studying for finals has gotten the best of me, but I have enough content to make an update.

We had been under siege for the better part of the spring. The raised drawbridge prevented access to the fort by the goblins, but Valter was still uneasy. At the end of the season, he finally snapped.

"I need another line of weapon traps here. Then, we fight."

After the traps were ready, the drawbridge was lowered. The single remaining squad of military dwarves stood and waited.

Carnage report: The first enemies to arrive were two macegoblin squads. I had hoped to position my dwarves far enough way to from the goblins so as to let them impale themselves on my devious traps, but several dwarves jumped the gun. I decided "what the heck?" and sent the entire squad in after them. The dwarves reached the goblins just as the goblins reached the weapon traps. The rest of the battle can be summed up with this picture:



About a bajillion dogs died, and four or five dwarves. I currently don't have an exact body count, but this fortress has way too many dwarves in it already.

After the macegoblin spree, the captain of the guard (and the squad) decided it was a nice time for a drink. Fortunately, this was the only time in DF history when that could have been useful, because the rest of the squad followed the captain down the main stairs just as the crossbow-goblins arrived.

I was afraid the crossbow-goblins would make it through the measly two lines of weapon traps, but they impaled themselves significantly enough to start running. The last enemy squad, a group of swords-goblins, decided that they would forgo the whole "impale themselves on weapon traps" step, and skipped straight to the "Run away!!!" step.

All in all: not bad. The second line of weapon traps should be enough to last the enemy sieges for a while, or at least until I can get my bridge system up.

Extra tid-bits: I found a magnetite cluster, so we now have a massive amount of iron at our hands. I also found a few veins of bituminous coal, so we should be set there. Without flux, we can't make much steel, but between melting the goblin metal and smelting our magnetite, we could equip our entire fortress with armor and weapons.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 31, 2008, 05:12:00 pm**

Ah, good. I was afraid we'd have to skip you, but I'm glad we don't :-)

What's with all those random pillers in your picture?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **May 31, 2008, 08:39:00 pm**

dresdor made them to keep the front-door-waterfall-mechanism-thing from caving in. Silly dresdor!

I'm now working through summer. Only alarming thing to note is an unhappy peasant. I'll check his relationships page later to make sure that he doesn't tantrum-spiral. If he does have lots of friends, he might just have to sleep in the noble's quarters for a while to cheer up. Or something.

Also, I'm fitting every single room with the proper necessities (come on! Not a single cabinet or chest?), and I'm adding a statue as well due to the spacious 3x3 room design.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **May 31, 2008, 11:43:00 pm**

You can remove them, They were just used to help build the waterfall system....so the stupid dwarves would actually build the walls on the corners.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 10, 2008, 05:22:00 am**

*Pokes the thread again..." :o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **June 10, 2008, 07:51:00 am**

I'd hate to think that my noble sacrifice in dying pointlessly in a freak waterfall reservoir accident is going to all be for nothing... any sign of the General on the boards? Or do we skip on to the next player?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 11, 2008, 07:38:00 am**

I saw him a few days ago, passing on his turn over at the chasm fort, because he was already busy with a different succession fort (this one, presumably).

For what it's worth, there's nothing that says you have to finish the entire year, if you don't mind ending your term early. Maybe the dwarves could impeach you for some delightfully stupid reason. I hear there's a nasty shortage of clear topaz encrusted hoary marmot leather left low boots! Some noble might get very, very mad...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 12, 2008, 05:58:00 am**

Pass on him if there is no word by tomorrow?
I think I'm after him and should be able to get a year done over the weekend. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 13, 2008, 04:10:00 pm**

I hate skipping Valter, since he's already started, but it has been a very, very long time...

Kazindir, you have been re-elected leader! Your room is that one over there. The one with all the engravings of dogs in various states of dismemberment. Enjoy! XD

BTW, in the future, everyone will have a single week to play. If you don't finish your year in that time, just submit what you managed to do, and we'll continue from that point. After all, it seems sorta strange that every overseer reigns for exactly one year. Keep in mind that the writing up portion can easily take longer than the actual playing.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **June 13, 2008, 04:28:00 pm**

Hey. Sorry. Gimme a minute, I'll post the current map. I made it through... spring. Also, lots of bridge building.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **GeneralValter** on **June 13, 2008, 04:39:00 pm**

Alright, here you go. Bit off a bit more than I could chew there :(<http://dffd.wimbli.com/file.php?id=224>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 14, 2008, 02:52:00 pm**

Excellent! That means we won't lose your history. Kazindir, it's all yours.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 18, 2008, 07:47:44 am**

I'm afraid I missed the weekend due to the forums going down but hope to have something interesting to post either tonight or tomorrow. :)

Oof.

Fortress is collapsing around me, dwarves dying in hails of crossbow bolts, a cursed bridge, incredibly badly timed ambushes (for the dwarves), miasma and I almost accidentally flooded the whole place ... and it's only mid autumn in Valter's year. ;D

11th Malachite, 1055.

Took over as Overseer today, Valter has stood down to concentrate on making more stone blocks for the many half finished construction projects. The top levels of the fortress are in a bad way, the last remnants of the last goblin attack still clutter the gate. One of the waterwheels seems to have been destroyed as well, so once the entrance is cleared I'll set Endok back to fixing that, assuming he can stop smoothing rocks for long enough.

14th Malachite, 1055

There is a human trade caravan still here but they won't trade. Apparently their traders got sick at the sight of the entrance and refuse to trade - can't say I blame them honestly, goblins are bad enough as it is from a distance let alone smeared accross the door.

The marksdwarves were all off slacking, so words were had and the squad sent to clear away some of the carp that were infesting all these near waterways.

15th Malachite, 1055

Discovered why we were losing dwarfs to wounds, some peasant had turned the bucket stoarage enxto the well into some bizarre shrine. No one knows where the buckets are. If I ever find out who it was, they're being stationed out in the wilds as an early warning system.

20th Malachite

The human trade representative burst in today, waving bits of paper around. Apparently we've ordered lots of cut gems and stone blocks for next summer.

5th Galena

Unib Rakustzim created a masterpiece of a meal today. I hope he doesn't get stroppy when someone eats it.

10th Galena

one of the Fortress Guards was found unconcious in the food storage room today. He looks completely unharmed, no one seem to know why he keeps falling unconcious. a meeting was held about it but before anything could be decided one of the marksdwarves through a complete tantrum over something. No idea what was going on.

Meanwhile a miner on this colossal bridge folly was pulled intot he river by carp. Once more the river runs red with dwarf blood!

At least Vucar calmed down and stopped yelling when we got the news.

11th Galena

I was sparring today when it occrued to me I maybe should clean my axe. It's covered in a congealed mix of alligator, harpy, goblin, dwarf and beakdog blood.

22nd Galena

Another good dwarf lost to the carp. This madness needs to end.

Endok was muttering something about the drawbridge by the old entrance today, apparently its jammed up and needs reconstruction work. The traps and crossbowdwarves should ee us through any attacks until it's fixed again. Hopefully he can get the waterfall working as well, instead of turning the near river coast into a swamp.

26th Galena

Dresdor, the trusty quartermaster was almost killed today by the accursed bridge over the river! Not entirely clear what happened, he said he was doing some work on one of the walls when he was snatched by carp, tearing some support or another out. Half the bloody thing fell in the river knocking several other dwarves unconcious and Dresdor into the river!

Luckily some quickthinging miners got some stairs dug and the collapse must have scared the carp away as he managed to swim back to dry land releatively unharmed.

27th Galena

One of the miner/masons knocked unconcious by the collapse woke up today with a strang glint in his eye. He's run off, kicked a mason out of his shop and is now collecting a random assortment of items form all voer the fortress.

7th Limestone

Endok has given all sorts of construction orders around the gate. I think all those stone blocks are going to come in handy. Fath, the possessed miner, has started working furioursly on something.

9th Limestone

Harpy attack!

Only one though, it appeared near the Cursed Bridge and chased an engraver for a bit before being torn apart by a war dog.

11th Limestone

Fath has emerged, bearing a great statue!

Oddombekar Goshistdasnast, "Cloistereddiped the Impure Steppe", a Rock Salt Statue. All craftdwarfship is of the highest qualist. It is encrusted with rock salt and magnetite, decorated with pine and encircled with bands of brass, moss agate, pig tail and harlequin opan. This object menaces with spikes of candlenut and copper.

Vucar, the tantrumming marksdwarf, is still tied up in the cells. for a militarydwarf she's not coping with the beatings very well, she keeps falling unconcious.

15th Limestone

Dwarven caraven turned up today but the wagoneers, the big bunch of babies that they are, said there was a tree in the way and

bypassed us. No salt for them then.
I've promoted a glassmaker, Etur Ushateral to a new position of Goblin Snatcher Snatcher, after he managed to find and kill no less than three goblin child snatchers whilst wandering outside near the caravan.

21st Limestone
Goblin Ambush!
They sprung up in therubble west of the old gate. A peasant spotted them and bravely tackled them, knowing he was doomed. He was struck down but not without a fight, buying time for the guards to reach the walls

22nd Limestone
Goblin crossbowmen were sighted to the east

More goblins. Damn, why now, they must have seen the drawbridge was gone. emergency orders have been given to enlarge the moat a bit to try and funnel the goblins into a single point and everyone else drafted.

23rd Limestone
Goblin crossbowbolts blot out the sun over the gatehouse. what remains of the guard force is with me behind a hastily built wall inside the outer ring. All the rest ofthe population have been drafted and stand ready in the log stockpile in case the goblins get past us.

25th Limestone.
The goblins have been driven off but eight good dwarves lie dead and many others are badly wounded.

3rd Sandstone
Disaster!
The emergency moat enlargement hit a weak spot in one of the lesser used tunnels that leads to the sleeping quarters and water is flooding in!
None of the levers scatered around the place seemed to close an appropriately placed floodgate in the channel that had been dug there and there is already water pouring down intot he lower levels from the river!

Endok is happily playing in the mist, I'm not quite sure he's twigged what's going on yet.

4th Sandstone
After a lot of effort the flooding was contained. We needed to dig new stairs to get to the bedrooms from the workshops and brickup the old ones to stop the workshops flooding but we managed to avoid loosing any of the bedrooms, or actually anything being used. Just some access tunnels and unsued caverns now lie totally submerged. Perhaps one day they can be drained if any future overseer feels up to the task?

<http://img409.imageshack.us/my.php?image=saltminegateat7.jpg>
There were hails of bolts going trough that gate into dwarves inside. :(

<http://img214.imageshack.us/my.php?image=saltminefloodvt1.jpg>
Eeek!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 19, 2008, 02:01:44 am**

Explain this bizarre shrine at the bucket stockpile. It sounds... interesting. XD

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 19, 2008, 03:33:33 am**

[Quote from: Keldor on June 19, 2008, 02:01:44 am](#)
Explain this bizarre shrine at the bucket stockpile. It sounds... interesting. XD

It was a little 2x2 room in between the barracks and the well. Inside was a bed with an dog skull lying on top, a stack of goblin bones in the corner and a pool of vomit.

The bed wasn't claimed by anyone so I guess it was actually just being used as a barracks but a strange shrine sounds better. :)
Not sure how the skull and bones got there though...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **June 19, 2008, 07:15:54 am**

Good to know I'm badass enough to survive a carp attack. And the waterfall will probably just add to your flooding problems, I never could get it working quite right.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **June 19, 2008, 10:07:46 am**

Great update... for some reason things are so much more entertaining when they go a bit Boatmurdered rather than when bouncing along with a strong economy.

Although I note with displeasure that not only has someone been given my old room (and presumably office) but that the office now sports a table. Was 'Jools' Dodokkir never good enough to earn a table in his office? I'm sure he is glowering up from his grave right now*, and a descendent is setting forth to regain the family's honour... or possibly just steal the table.

*Possibly a watery grave given the slight flooding incident...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 20, 2008, 11:47:02 pm**

Rest of my turn!

22nd Sandstone

Lots of progress has been made clearing the debris and corpses around the gate.

There is a catapult on the north side of the fortress, set up by a previous overseer. However it is exposed to the rain so I've mandated the construction of two spare parts for it.

7th Timber

Catapult parts have been finished! Not particularly great work but it will do. I've mandated the forging of several shortswords now. I wonder what I'd do if no one made them?

11th Timber

A handful of migrants showed up today and have promptly disappeared into the fortress. Didn't have chance to see what professions (if any) were amongst them but there are no idlers slouching around so I'm sure they're doing something useful. Maybe making my short swords?

23rd Timber

Today Stukos Okilgoden has grown to adulthood! A random engraver has organised a party in the stau garden, presumably to celebrate this.

1st Moonstone

A baby grew into a child today and then promptly threw a tantrum. Bloody kids. A peasant came into my office earlier for a good cry as well. I don't know what he wanted me to do about anything but he seemed happier afterwards.

20th Moonstone

Mafo Mistemeral has been possessed by strange forces. Hopefully all will go well, all the tombs are currently full...

25th Moonstone

Thafa Birelolicara, the dreaded hydra of the south has been sighted near the fortress!
The trapper who spotted it bled to death outside the gates, the fortress has been mobilised!



27th Moonstone

The hydra lies dead at the gates and the salt is secure!
I'm mildly disappointed really, the stories about the beast seem to have been wildly over exaggerated, although I suppose it's one thing to eat a lone traveller and it's another to sit at a fortress gate on top of a weapon trap, surrounded by axedwarves and being shot by marksdwarves.

Still, added some hydra blood to my axe!

29th Moonstone

Mafo reemerged today, I'd completely forgotten about him what with the hydra and all. He has created a fine magnetite coffer, although he seemed to have the last goblin attack on his mind when he was decorating.

Loritstettad, "Spinestax", a magnetite coffer.
This is a magnetite coffer. All craftdwarfship is of the highest quality. It is encrusted with moss agate and circles with bands of mahogany. This object is adorned with hanging rings of mahogany and menaces with spikes of iron, moss agate and pine. On the item is an image of goblins and dwarves in magnetite. The goblins are fighting with the dwarves. On the item is an image of a dwarf and a goblin in iron. The dwarf is making a plaintive gesture. The goblin is striking a menacing pose.

20th Opal

The population is working flat out on the fortifications. The plans include an additional barracks area but the completion of that may fall to the next overseer.

5th Obsidian

One of the new migrants knew quite a bit about healthcare and looked at our repeatedly unconscious guard. Turns out he's got a crippled lung, which is why he keeps collapsing every time he tries to do anything. Poor guy - moved him over to a marksman squad where he can just wander around the fortress in his own time. With luck he'll even manage to complete a "pick up equipment" job and get a crossbow without canceling it due to being unconscious...

1st Granite

The new year was brought in with news the Goden Ekircatten, one of the guards, has become known through the mountainholmes as a great Axe Lord. Several elephants were ordered butchered and cooked - besides I think the masons could do with a break.

16th Granite

The elves have arrived. Hopefully they want to buy salt things because everything else we have is either made out of bones or covered in blood. Dresdor is already on his way to the depot.

25th of Granite

the elves are still there and Dresdor has gone to bed. I suppose it's not like the elves ever bring anything worth trading anyway.

3rd Slate

Our efforts have been recognised by the King!
Or at least, the value of the salt has been.
Kulettogum has been made a Barony and Baron Sigun Sigunerith has shown up to get in the way, along with a Tax Collector and a Hammerer.

Dresdor managed to buy several barrels of booze from the elves in exchange for several clean goblin socks. They get all arsey at you if they show signs of blood but won't comment at all on clean silk cloths clearly not made for dwarves. Bloody elves. He also bought rubber piccolo and a toy boat, I think all that desk work and the carp flashbacks are slowly driving him potty.

6th Slate

A goblin thief tried to mug a migrant today. Unfortunately for the theif the migrant was the Hammerer. A Baroness Consort has also shown up, demanding separate rooms fro the baron. I had suggested she do some consorting with the Baron and stop distracting construction efforts from the defenses but she wasn't best pleased. Meanwhile someone let one of the wounded guards starve to death today - this is what happens when nobles turn up and distract everyone!

3rd Felsite

The tax collector has altered the price of goods.

What prices?

There are no shops!

I guess that was his idea of a hint that maybe we should have some shops then. We're badly in need of beds as well, a lot more beds, even worse I just know the next logging expedition is going to be ambushed, they always are.

15th Felsite

The cistern is almost finished now, jsut need to get the pumps sorted and hope that no one decides to go swimming with the carp. A faithful warhound was found dead today, died of old age.

28th of Felsite

Dresdor has opened a clothing shop. I wonder where the clothes are coming from...

15th Felsite

I hate pumps, they always go wrong and end up flooding somewhere. The masons also seem to be having immense diffivulty building the walls without trappign themselves inside again. Tempting to leave the next one who does it inside to drown when the pumps are turned on, as a lesson to the rest.

Valter has been acting oddly recently, taken by a strange mood and last seen heading to the workshops!

20th Felsite

That was quick, Valter has emerged already.

Oltarnothis, "The Gilded Grief", a rock salt floodgate.

This is a rock salt floodgate. All craftdwarfship is of the highest quality. It is decorated with horse leather, highwood, palm and turntle shell and encircled with bands of rock salt. This object is adorned with hanging rings of trifle pewter and menaces with spikes of pigtail and moss agate.

23rd Felsite

Traded with the humans today. I remember when I arrived some human merchant had left a pile of papers behind form meeting with the previous overseer about them bringing lots of gems but they didn't bring a single one. They gave me a new grade agreement, I've carefully filed it in the rubbish tip.

7th Malachite

More migrants including a couple of soldiers, who've been sent straight into the fortress guard. The nobles have been whinging about that lately.

15th Malachite

I've been told we're now officially a county! Excellent news but I hope this doesn't mean the nobles will be wanting bigger rooms, as their "old" ones are still only half dug out. My second tenure as overseer is coming to a close though so I gues that will be someone elses problem!

1st Galena Malachite

Pumps are finally finished, just waiting on a mechanic to rig up some safety mechanisms before a test fire. Don't want o be accidentally flooding the fortress again!

The nobles are really getting quite upset about the slow progress on their rooms. The miners are doign the best they can but half of the expert mining squad got killed by the goblins and the nobles getting promoted and doubling their demands half way through didn't exactly help. Not that they care. *sigh*

25th Galena

Summer is drawing to a close and my tenure as overseer is up. I think Keldor is up again and he's probably very fed up with planting seeds by now. I'll leave some notes!

Random things:

I got a bit carried away and the gatehouse turned into more of a keep. Of course this meant I couldn't finish it! It's finished enough for it's basic functions to work though - there are lots of places for dwarves to stand and shoot goblins now and you can even flood the first bit of the entrance corridor if needed. Could easily be expanded to do many things and for some reason there are trees growing inside it, so maybe it is undwarflike afterall. ;)

If you plan on using it:

- Underneath the new trade depot is a gneiss lever, which is linked to the floodgates by the ramp out front.
- The rock salt lever just to the north of the gneiss one is linked to the floodgate in the aqueduct at the very top.
- Halfway down the axle tunnel which goes to the three waterwheels is another lever next to a gear assembly at a corner. It is indeed linked to that assembly, in case it's ever needed. The third waterwheel sn't currently used at all bt it is connected, so there is plenty of power ready to go for any other madcap schemes you can come up with.

Suggested improvements to the gate would be to move the trade depot and the fortifications next to the twin floodgates 1 level further up - if the cistern is full then you'll get 1/7 and 2/7 water gushing into both areas, oops. Doesn't really harm anything, just looks unprofessional. :P

This is actually the first time I've played a fortress wich has got the economy going, so I had pretty much no idea what was going on there. I built two shops though and Dresdor claimed them both and is busy extorting honest dwarves. Also everyone spends all their time altering the prices.

The new nobles are going potty as well. The hammerer is happy and the tax collector could be made happy easily as they don't have gigantic needs but the count/countess...
Well, the Countess Consort keeps tantrumming, presumably becuae their rooms are half dug caves filled with rocks and sweaty peasants.

There is also a problem with trade caravans. the trees are growing faster than I could cut them, so no wagons actually showed up, just traders with mules. I blame the elves. :)

Oh, Jools, there is a coffin with your name on it in one of the tomb shafts, so it looks like someone managed to fish you out. Means you're not suffering in a watery grave but also that you aren't blessing the fortress by decomposing in the well. :D

Save (<http://dffd.wimbli.com/file.php?id=242>)
Map (<http://mkv25.net/dfma/map-2950-abbeyverse>)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 22, 2008, 09:12:05 am**

Excerpts from the journal of Åblel "Keldor" Isoscatten, First and Seventh Expedition Leader and Founder of Kulettögum.

25th Galena, 1056

Today I was reinstated as leader of the fortress. I shall have to speak to Kazindir and Dresdor to see what needs to be done.

Poor Bomrek Åbleldasnast. Not only has she lost the office of Mayor, as well as her lover, Kivish Kadôldoren, and had her arm broken, but now I have just heard that she is to be evicted.

26th Galena

I have ordered furnishings installed into what will become the rooms of Cerol Giginlikot, our tax collector. My hope is that she will be so busy admiring her quarters that she will forget to go out and actually collect taxes, and to this end, her quarters will be of the same quality that many of our nobles expect.

I have also discovered why it is that our miners are not mining. It seems that someone told one of them them that she was to be a mason, and so she has been toiling away building walls when there is digging to be done. As for the other two, Fath and Valter, they told me that they couldn't mine because they "lost" their picks. I informed them that by Dresdor's count, there are no less that 11 picks in our fortress, so they should have no trouble finding at least one each suitable for work. After seeing Valter's stunned expression, followed by a slow gleam of understanding, I have decided that I must prepare some detailed schematics of what will be more bedrooms for our populous, lest their judgement is as poor as their pick finding skills. The kicker is, all three miners are considered legends at their trade!

27th Galena

Kazindir has informed me that the reason our bed production is unable to keep us with our population is because of the frequent goblin ambushes, which have made it deadly for any woodcutter to practice his trade. In responce to this, I have ordered that a outer wall be built, that will enclose a large enough area that we will have plenty of wood for the forseeable future. In order to see such a large construction through, I have assigned nearly every able bodied dwarf to masonry, though I have forbidden the mason's shops to only those of us with real skills enough to carve proper furniture out of rock.

2nd Limestone

Dresdor looked agast when I handed him the pile of work orders for furnishings for the new row of bedrooms. I told him that we had an ongoing shortage of real estate, and he simple sighed and nodded. Meanwhile, the digging has accellerated greatly now that the miners are actually mining.

4th Limestone

I noticed a few of our peasants running out the front door empty handed. When I asked them what they were doing, they told me they were going to build the wall. When I asked them what they were planning to use to accomplish this in a land of endless mud, they told me that the catapult had been shooting stones that way for months, and that they would be easier to retrieve since they were already near the wall. I must have a talk with our siege operators about this - at the very least, they had better not shoot anything until the wall is complete. Also, the stones might damage the wall, so they need to make sure that they fire over the river, where it makes a natural northern barrier.

5th Limestone

Sigun Dègoddom just returned from the wilderness hauling a dead elephant! He said he had been hunting so that we could have some meat in our diet. Although I was impressed, I told him to cease hunting, as out here things are far too dangerous to allow single dwarves to roam about shooting at at wildlife bigger than wagons! He looked rather dissapointed with this until I offered him a position in the millitary as an archer. With his obvious skills with the crossbow (to bring down an elephant!) he will make this fortress proud.

15th Limestone

Just like clockwork, the fall caravan has been sighted! Also like clockwork, Dresdor has chosen this time to take a nap.

18th Limestone

I just discovered one of our miners. Weaving. I explained to her that she was a miner, NOT a clothmaker, and that the Countess was getting more and more upset that her room isn't even dug yet. I think she got the message.

22nd Limestone

Progress on the wall was interrupted by the arrival of a kobold thief just outside our gate. Since the millitary was no where to be found, the peasant which uncovered the thief had to fight it all by himself. No other dwarf dared to go near the kobold, evidently. Stukos îbmatavuz, the peasant in question, managed well enough, though he got a rather nasty cut on his hand.

In response, Kazindir has mandated the construction of more short swords.

This afternoon, we hit a vein of Bituminous Coal in the future Countess's room! This is a good thing - we've been out, and with all the wood we have going into building more beds, it didn't look like we would be able to make those swords for a while.

23rd Limestone

I was appraising the progress on the new bedroom row, when I noticed that they were all completed! Those miners can sure work fast, when they set their minds to it.

24th Limestone

One of the merchants from the caravan asked me when we were ever planning to trade, as they have been here for over a week, and have seen no sight of our trader. Upon investigating, I found Dresdor in his dining room having a nice leisurely dinner. He said he had been so busy with work orders that he hadn't had time to see to the traders. I told him to hurry up about it, since unlike the work orders, the traders won't stay here forever!

28th Limestone

I had another talk with Dresdor. He still hasn't gotten around to trading yet, though this time he says he was just about to when he realized that he was thirsty. Now he's in the cellar getting drunk.

4th Sandstone

I discovered Dresdor in his office again, filling out paperwork. The traders are still outside waiting for him to come to trade. I asked him to put the paperwork away and go trade. He refused. I ordered his chair to be removed from the room. That should get him to get his hairy rear outside and into the trade depot! He can have his chair back once the trading is concluded.

I thought he was going outside to trade, but NO, I just discovered Dresdor in the pantry, mopping the floor! If he doesn't get up to that depot, I swear I am going to call in the hammerer! Cleaning! As if anyone actually cares about that!

5th Sandstone

At last! Dresdor has arrived at the trade depot and is haggling with the merchants as I write. I sure hope that they brought something worth trading, after all this!

6th Sandstone

Dresdor just completed the worst trade in Kulettögum history! The merchants are leaving with profit of over ☼17000! Not only that, but what we got in return were some over-decorated barrels, cages, and other extravagantly useless or overpriced junk! Where is that hammerer when I need him??

Dresdor just stopped by and explained that the only items he traded away were some skull totems, stone crafts, and clothing collected from dead goblins. I suppose I can forgive him and not call in the hammerer after all. I still wonder what we'll do with that Large Crystal Opal, however...

10th Sandstone

I've just decommissioned a pair of stonefall traps from the innermost line of defenses. In their place, I'm going to have some pressure plates installed, which will be linked to the entrance floodgates. It should be fun to see if the goblins can get through that!

16th Sandstone

Unib Rakustzim, one of our swordsdwarves, has starved to death. Apparently no one bothered to find the time to bring her food.

20th Sandstone

I caught the miners loitering about with nothing to do. I sent them down to finish the exploritory tunnels in the deep mine.



23rd Sandstone

The river runs red with blood, and no one can tell me quite why! Upon further investigation, it appears that someone managed to finish off one of those accursed carp. I'd congratulate them, if only I had some idea who it was.

24th Sandstone

One of the miners just struck gold! I knew it was a good idea to send them off to dig.

25th Sandstone

Migrants have arrived. As if we weren't short on living space already!

27th Sandstone

Dôbar Unibarros, one of our trainees, just starved to death. Again, no one could be bothered to feed him.

28th Sandstone

The Count insists that we make some items out of zinc, while the Countess demands some tin items. We have neither metal. I think they just want to watch a public hammering.

1st Timber

Today we discovered the body of a dwarf just outside of the planned wall. Someone reconized him as one of the caravan's former guards, a spearman by the looks of it. I hope the rest of the merchants are all right - in times like these, I can't help but remember the circumstances that brought us to this accursed place.

At least there's one that survived.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 23, 2008, 10:06:01 am**

Are we sure that goblin child snatcher wasn't actually from social services?
Poor kid. :'(

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **June 23, 2008, 11:20:29 am**

Ah, kids bounce back.
Admittedly not normally after having been thoroughly mashed.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 25, 2008, 05:01:09 am**

Keldor, I request the construction of a naughty step!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2008, 12:21:18 am**

A... naughty step??
Anyway, now that I've recovered from DF crashed and I lost everything syndrome, I'm now back to the fort!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2008, 06:22:42 am**

3rd Timber

I found Endok in the barracks today, sparring with the military. He seemed relieved when I relieved him of duty - although he was trained with the hammer before we came here, I don't think he ever really enjoyed fighting. Besides, he's probably the most compotent mechanic we have, and given that those two stonefall traps STILL have yet to be deconstructed, I believe that our need for mechanics outweighs our need for military.

4th Timber

Today I discovered one of the caravan's guards wandering about lost in the forest. For some reason, he refuses to come back with us to the fort, perfering to wander the outdoors in search of the rest of his caravan. Or something like that. Still, I know better than to try to force an armed marksdwarf to do anything he doesn't want to, so I suppose he will continue wandering about until he starves or gets mauled by a random elephant.

7th Timber

I have just learned that Jools' wonderful mural was torn down, perhaps around the time the gatehouse was constructed. This is truly unfortunate, since it was a historic art piece, and besides, Jools was my friend until he drowned. Hence, I have ordered the beginning of the construction of a replica mural, in honor of Jools' memory. The new mural is to be built over our water reservoir, so that no one need worry about drowning in it again. Besides, its position there will prevent it from ever being covered by mud should there be more flooding, which I suspect was a contributing factor to the deconstruction of the original mural.

Several of the pages of the journal are missing
((Yep, the part I lost when the computer crashed, up until the beginning of winter when the autosave kicked in))

1st Moonstone

Last night I had the strangest dream. First there were several mysterious injuries due to wall collapses, then more mysterious deaths of military personal starving when no one would feed them. Finally, I ordered a mosaic built, and lost a good portion of the military when we were ambushed by goblins with crossbows (our wall was on hold in order to make the mosaic, I think). Anyway, during all that Kazindir ran out into the middle of the goblins in order to grab his armor so that he could fight, or something, and ended up in bed with a broken arm. That's when I woke up. Anyway, back to work! I keep thinking there's something I need to do or something...

2nd Moonstone

It turns out that my dream wasn't actually a dream!! At least, the first half of it wasn't! I did indeed order the beginnings of a mosaic on top of the water tower, and there were indeed some injuries from deconstructing the wall. However, we haven't been attacked by goblins yet, although I am going to delay finishing the mosaic until the wall is finished, just in case!

3rd Moonstone

Remembering how the goblins had found a weakness in our half deconstructed wall, I've inspected it to see if there in indeed any way to break in through there. In fact, there is. I've ordered a small section of wall built to seal it up. Oh, and Kazindir is now our first Champion! Just like in my dream!

8th Moonstone

I had a talk with Endok today. Apparently, he was unable to finish building a part of the wall because one of the other workers had left a

piece of stone right in the way of where it was to be built. When asked why he didn't simply move the stone out of the way, he told me that if he had done that, the other worker might wonder where his stone went, and thus not be able to finish the wall! Honestly! One would think I told him to put it away in the stockpile, nor move it three feet over to the side! Perhaps it never occurred to him that by not finishing his portion of the wall, he was in fact making sure that the wall would not be finished? How could any dwarf possibly be so stupid?! --Never mind. One of the farmers just told me he couldn't finish planting the farm because he dropped the seed. Never mind that we have plenty of OTHER seeds, those just wouldn't be the "correct" seed. I think I need a drink.

13th Moonstone

Today one of our miners struck Claro Opal! Indeed our deep mines are providing their worth in gems!



14th Moonstone

One of our workers was interrupted by frantic meowing from the top of the wall. Rushing over to see what the matter was, she found a kobold thief on the other side! It seems that our cats, at least, are keeping a watch. Now, if only I could persuade the military that they should be as well...

What's more is that the cat chased off the kobold all by itself! Also, it revealed an unforeseen weakness in the wall, where the enemy could simply walk right over the top! I've ordered precautions taken so that this never happens.

1st Opal

We now have a second champion! All hail Zasit Asmeleganst, Legendary Axelord! In addition, the outer wall has been completed! Well, except for one small gap, but it will be filled in within a day or two at any rate.

2nd Opal

Our maintenance crew just discovered two carp lurking in the water supply tunnel. I suppose there isn't much we can do about them right now, though.



We've been ambushed! Apparently we didn't manage to finish the wall quite fast enough. Actually, the problem wasn't the wall, but rather the open gate. Nevertheless, it seems we have a fight on our hand. At least it isn't crossbow goblins like in my dream! We may not lose too many dwarves.



4th Opal

<http://www.mkv25.net/dfma/movie-639-dragon-kulettgum> (<http://www.mkv25.net/dfma/movie-639-dragon-kulettgum>)

We've repulsed the ambush, with the only dwarves lost being the mechanic that was caught outside in the wrong place at the wrong time, and the child who was abandoned outside after he broke his leg during the charcoal recovery project. Nevertheless, both Kazindir and another axelord took a swim in the moat during the fight. I'll have to see about somehow walling off the moat, or something, since someone is likely to drown otherwise. Thankfully, both dwarves managed to escape a watery doom by swimming down the tunnel formerly used to drain our waterfall.



6th Opal

I've ordered some a row of traps built behind the outer gate. That way, we should at least have some warning if the goblins try to sneak in that way again.

8th Opal

Kazindir wants more short swords. Again. Maybe he was upset when I ordered some of them used in those new weapon traps?

9th Opal

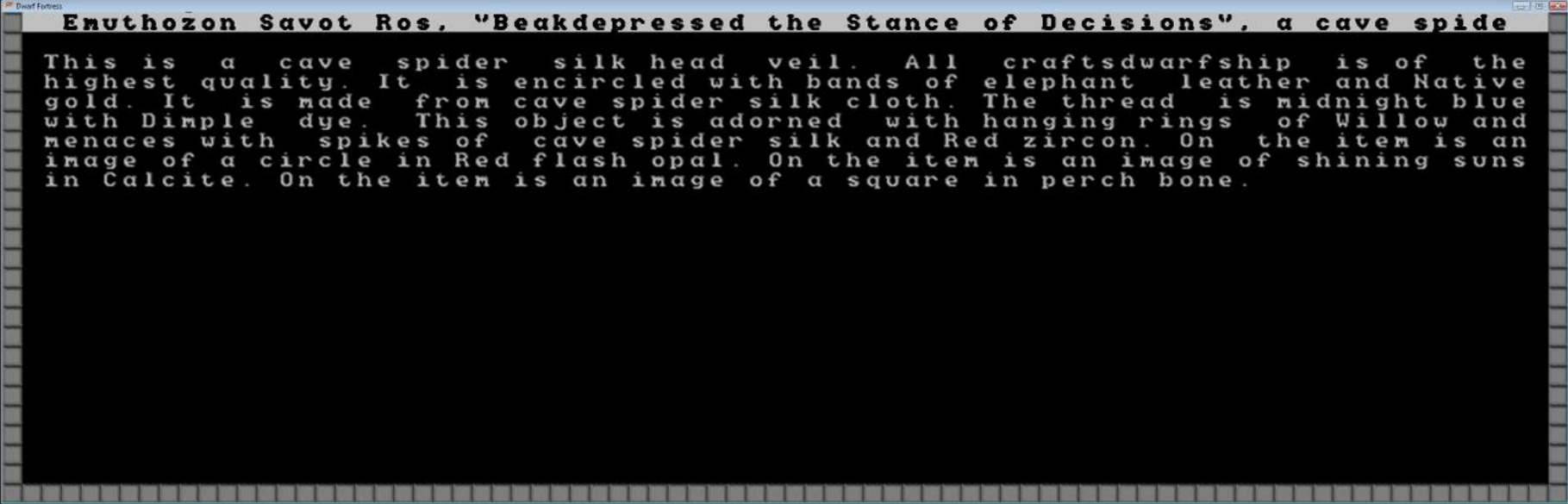
The final section of the outer wall, after being delayed by those goblins, has been constructed! Now at last, we have a safe area for our woodcutters to cut, without having to worry about being ambushed. At least, as long as the drawbridge is kept raised. I'll have to talk to Dresdor about this. It seems he has an open gate policy, "in case traders show up". Mind, it's the middle of the winter! I've never heard of a caravan showing up at this time of year! Still, I suppose stranger things have happened. In any case, it's time to resume construction of the mosaic, since the outer grounds are now secure.

12th Opal

Today the hammerer executed Libash Regnitig, one of our metalsmiths. Apparently he missed Kazindir's deadline for making short swords, as well as either the count or the countess's impossible mandates for types of metal we have no access to! I will have to think of some way to prevent this madness from spreading...

25th Opal

Today Catten îcumsazir, a clothier burst into my room in a fit of excitement. After he showed me what he had just made, I must confess that I was rather excited too. He calls it Emuthozon Savot Ros, or Beakdepressed the Stance of Decisions. It's a cave spider silk head veil, encircled with bands of elephant leather and native gold. It is made from cave spider silk cloth, dyed midnight blue with dimple dye. It's adorned with hanging rings of willow and menaces with spikes of cave spider silk and red zircon. It has an image of a circle in red flash opal, an image of shining suns in calcite, and an image of a square in perch bone. I would value it at around 97800☼, which, while not as valuable as that artifact in my dream, is still the most valuable item this fort has produced.



3rd Obsidian

The mosaic in completed! Jools' great work has been restored! It is now time to set our sights on our next great project. The tower.



5th Obsidian

Today, Kazindir mandated the construction of... armor stands??

10th Obsidian

The count has just been stricken with melancholy. Such a pity. Evidently our lack of zinc (or was it tin?) drove him over the brink. Unfortunately, all nobles seem to have very large extended families, so no doubt he will be replaced by his second cousin, once removed, or some such.

11th Obsidian

It appears that the relative calm of the last month was not to last. Today I was woken early, and led to the top of the wall in order to be shown something. Outside there is a Dragon! I've ordered the outer wall sealed, and am in the process of posting archers. May Armok preserve us!



13th Obsidian

The drawbridge has been raised, and just in time! Hopefully no dwarves were locked out, though I know a few pets were. A pity that their owners could not keep them under control, though perhaps the dragon won't notice them.

18th Obsidian

I've ordered the construction of a guard tower on the wall near where the dragon is currently lurking. With any luck, we'll be able to pepper it with arrows, while remaining safely behind fortifications.

25th Obsidian

We just struck Tetrahedrite in the deep mines! Of course, I'm sure this will only make the dragon want to get in even more. In any case, I'm posting the crossbow squad on top of the partially completed watch tower, with the hopes they'll be able to get some shots in on that dragon.

It looks like they don't have a clear shot. I'm pulling them back into the gatehouse. It's obvious we'll need a plan to slay that dragon...

1st Granite, 1057

Spring has arrived, and still that accursed dragon lurks outside our wall! On the brighter side, maybe it'll toast some elves if they arrive soon enough.

Poor Asmel Keskaborlon. He finally died from thirst, after being unable to stay conscious long enough to get a drink for months.

9th Granite

The dragon waits outside the wall, the marksdwarves in their tower, and Kazindir wants another armor stand. Life continues as usual.

11th Granite

The elves are here! And so is the dragon! This might get interesting...

12th Granite

The dragon trap is ready now. The only problem is that our marksdwarves have abandoned their post. All 9 of them at once. I think it may be time to relieve a certain dwarf from command, as this is completely unacceptable.

16th Granite

<http://www.mkv25.net/dfma/movie-640-kulettgumdragon> (<http://www.mkv25.net/dfma/movie-640-kulettgumdragon>)

The trap worked! One of our marksdwarves got lucky and shot the dragon through the heart and both lungs. After that, it was only a matter of time before it bleed to death. Now we can let the elves in to trade with. Who wants to bet Dresdor's taking a nap?

Well, Dresdor's eating at the moment. At least he's awake this time.

21st Granite

Dresdor's not at the depot. Naturally. First he had to finish his dinner, then he had to conduct a meeting with some peasant or other. Then he had to attend a meeting with Kazindir, in order to talk about the meeting with the peasant, and now he's off to get a drink. I think he's just stalling. I'm so annoyed that I forgot what I was going to put in this barrel!

'Keldor' Isoscatten. Planter cancels Store Item in Barrel: Job item misplaced.

22nd Granite

Our melancholy count just died from thirst. Oh well. I'm sure the mountainhomes will send in a replacement.

24th Granite

Dresdor's finished his drink, and is now attending another meeting. I think I'm going to order a chain forged, and set up by the depot, so that we can have Dresdor chained there whenever the traders come!

Better yet, it will be an elven rope. That should drive the point home, and besides, we're out of chains.

26th Granite

It's another meeting with Kazindir! I think I may have to chain BOTH of them to the trade depot!

28th Granite

On retrospect, it's Kazindir who's conducting the meeting preventing Dresdor from trading. Thus, I've ordered all short swords and armor stands to be brought to the depot, and will have some random peasant trade them to the elves as soon as they arrive if they do not finish their meeting. Hopefully that will send a message that this stalling is unacceptable. I think I might also have the peasant trade away all of our bracelets, since Dresdor has a liking for those.

4th Slate

Kazindir just ran off to fill his water skin, but Dresdor insists that his meeting isn't done yet! I think it may be time to remove his chair again, and if that doesn't work, see about finding another broker.

The merchants have just announced they're about to leave. I guess it's time to find some peasant to trade them all of our bracelets, short swords, and armor stands.

5th Slate

We would have traded away all of the short swords and armor stands and bracelets, but somehow a bone amulet got mixed in with the goods. This nearly made the elves faint with horror. Since they then refused to trade, we simply took the goods we wanted and kicked them out the door. If they're going to get that upset about a single amulet that somehow fell in the wrong bin, it serves the snoty beardless twigs right! I will also note that our tax collector has some skill trading, and would have made a nice deal if it weren't for the amulet. Perhaps she'd be willing to take Dresdor's place as trader?

15th Slate

Well, we all knew it'd happen. A new countess has arrived. We've also received a philosopher. Not to mention the immigrants. We also recieved another consort. Perhaps it's time to arrange for the current consort's rooms to become available?

16th Slate

We've just lost a pump operator by the name of Endok Lokumtun. The alligator that killed him is now known as Eddudisak, or Obeyedspatter. Apparently immigrating is dangerous. I suppose I should know! I still remember that night... Anyway, I've dispatched the military to protect the immigrants, though hopefully the alligator will handle our countess problem before they get there.

We also just lost a cheese maker, who, instead of running through the gate to safety, apparently thought it was a good idea to make a run for the river. He ran straight past the outer gate! As soon as he got to the river, a second alligator joined in, and the cheese maker was torn to shreds. There's a reason that we call it the Red River of Doom...

17th Slate

The military has arrived just in time to NOT protect anyone, since the remaining immigrants are now all safely inside the gate. I've ordered them to stand guard near the river bank, so hopefully they can at least get revenge on those vile reptiles.

19th Slate

They've done it! Obeyedspatter, along with another alligator that had come to be known as Eddudisak are slain!

14th Felsite

Today, a dead lungfish was discovered on the roof of the water tower. I wonder how it got up there??

15th Felsite

Endok reported today, informing me that our fort is now once again accessible to wagon! This is good news indeed.

19th Felsite

The Countess Consort just mandated Billon items. Whatever Billon is.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 27, 2008, 05:51:14 am**

Aye it was one of my many watery accidents which did for the mosaic. :(
The room which has the main floodgate lever in the big gatehouse thing was originally going to be big enough to have the mosaic all inside it, but then it got all horribly brown and muddy and no one wanted to clean it up. Good to hear it lives on!

"The trap worked! One of our marksdwarves got lucky and shot the dragon through the heart and both lungs."

See, our military is a military of heroes. IE they may look like they don't do a lot, disobey orders and generally piss around but when they're really needed they do things like this. Possibly pausing to throw in a cheesy line first. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **June 27, 2008, 06:52:22 am**

"And that's the way the =Dwarven wine biscuit= crumbles"

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 27, 2008, 09:52:26 pm**

Soggily? ;D

Incidentally, the carp int he water tunnel net tot he axle tunnel is officially Not A Problem. I say this as I had Endok install a grate scross the channel where it runs under the easternmost original wall and into the top cistern. (The original one.)

So the carp can't actually get inside the fortress!

Unless...

They manage to gnaw through the rock salt grate....

:o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Nickzilla** on **June 28, 2008, 04:26:34 am**

And after eating an entire grate made of salt, they'd probably just die of a heart attack anyway.

Good story btw.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **June 28, 2008, 06:43:11 am**

I'd be more worried about the salt dissolving in the water, personally.

Quote from: Kazindir on June 27, 2008, 05:51:14 am
Possibly pausing to throw in a cheesy line first. :)

Given where the dragon was shot, possibly some Bon Jovi?

"Shot through the heart and you're to blame
You give love a bad name"

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 29, 2008, 07:52:26 pm**

Yeah, I didn't think the carp in the tunnel were really much of a threat. It was mostly the fun of finding them - like the fabled alligators in the New York sewers!

Anyway, let's see if I can finish up my turn tonight...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 29, 2008, 11:45:41 pm**

2nd Felsite

I've noticed an alarming increase in the number of blocks made from materials other than salt in the salt block workshops. Could it be that the populace doesn't know the difference between rock salt and other stones? This is particularly disheartening, given that the rock salt stockpiles are located all around the workshops. In order to use anything else, the stone in question would have to be hauled clear across the fort!

25th Felsite

I've noticed that, after all these months, our order of 30 mechanisms STILL hasn't been completed! I've ordered all mechanics to not haul items, but rather focus on mechanics. I would like to have the entire row of pressure plates linked to the gatehouse floodgates before my term expires!

27th Felsite

I've ordered another cabinet placed in the room shared by Aban Limulothil and Urist Nishzim, since they have accumulated so much clothing that their first cabinet is completely full, forcing them to leave their clothing scattered across the floor!

1st Hematite

I've noticed that the old cage traps from the early days of the fort are still operational. The only problem is that now all of them are located inside of the new outer courtyard! I doubt they'll catch anything in there. Thus, I've ordered them disassembled and moved to more remote locations where they might again see use.



5th Hematite

Our new countess came in today and announced that we must construct 3 querns. I have no idea why we would need them, but I suppose we'd better build them.

9th Hematite

A human diplomat has just arrived. All by herself. Without any guards or a caravan. Must be insane. I'd best warn Kazindir.

11th Hematite

We lost a furnace operator today. Apparently she went too close to the river and the carp pulled her in. There was a dead toad right on the shore, I imagine she must have gone to clean it up when she was attacked. It seems that the carp have learned to fish for dwarves!



We've named the biggest carp Akmamken, or Sunkenwhim. Looks like our furnace operator at least managed to bruise its right fin before she was torn apart.

The human caravan also finally arrived today. I wonder if we'll see Dresdor this time? Nope, he's asleep...

The humans have brought wagons! If Dresdor misses this one, I'm going to personally hammer him myself.

14th Hematite

The traders are at the depot, and Dresdor has awoken. He's now in the cellar again getting himself drunk. I'm going to stuff that entire barrel up his bulbous nose if he doesn't get a move on!

15th Hematite

Kazindir says that the diplomat told him how nice a place we've dug out, and then said farewell and left. I guess she really was a madwomen.

18th Hematite

Dresdor is now attending another meeting. I really hope that he doesn't think he pull off that trick again!

23rd Hematite

Today, Rakust Lïdolin was discovered standing on a small pedastal of dirt in the middle of our new outer moat. Apparently she had been working on digging the moat, and had failed to notice that she had dug out all the earth around her, and so she says she had been calling out for help for a couple days before anyone noticed. I told her to simply dig herself a stairway down for herself, and she looked at me like I was some great savior. Within ten minutes, she had dug herself out and resumed work on the moat. Then I told her to remove the pillar she had been standing on, and she promptly dug out the bottom half of it, causing the entire pedistal to fall on top of her! She will probably live, assuming that she's provided proper health care, something rather lacking these days. In any case, if she's truely considered a legend back home, then I would dread to meet one of the miners NOT considered legends! Perhaps those tales of cataclasmic flooding and death due to the careless of a single miner are actually true, and not old wives' tales! Anyway, after a few moments, Rakust shrugged, muttering that apparently no one was coming, and headed for her bed, where she's now moaning about how she is in so much pain that she can't even get her own water.



In other news, Dresdor's still in his meeting.

24th Hematite

I told Valter to remove the stairway that had given Rakust a way out of the moat, and so he did. He channeled it out by standing at the bottom and digging up. I finally had to tell him to dig ANOTHER stairway in order to get back out of the moat. Perhaps abject stupidity is common among all miners?

25th Hematite

Dresdor is still continuing his meeting with Kazindir, but it looks like it might go on for a while longer since Kazindir is in his bunk, fast asleep. I've put out applications for a new broker, since it is obvious that Dresdor is failing in his duty.

A bone carver named Goden Ostathsibrek has answered the call for a new trader. Apparently she actually has some experience with the job! I told her that the job is hers if she wants it, and she took it. Let's hope that she is more responsible with her time than her predecessor.



1st Malachite

Dresdor finished his meeting today, and looked rather confused that he wasn't going to be the one to trade. I told him that he had been so late that I had seen fit to replace him. However, I backed down on this when I discovered that our new trader had been too busy getting a drink to actually do any trading. I've given her a title, however, so that future overseers will know who to send should Dresdor skip in his duties again.



2nd Malachite

Dresdor has completed the trade, at last. We got a large quantity of drinks, as well as a couple of their finer weapons, a couple anvils, some bags of dye and seeds, a large amount of rare meats, some leather and cloth, some bolts, a selection of metal bars, and some flour, cheese and milk for the cooks. Maybe we'll even find a use for our cheesemakers! After the trading was complete, Dresdor told me he felt like a legend among traders, with appraisal skills second to none. After reading his report of what we traded for all these goods, some rock goods, worn out clothes, and clothes stripped from our goblin invaders, I had to agree.

4th Malachite

The tower is going up fast! Today we celebrated the completion of the 5th floor.

17th Malachite

Cog Shorastcuggán has become our third legendary champion! His skills with the hammer are nearly unmatched!

22nd Malachite

I've just discovered why plants are left to rot in the fields! It seems that all our food stockpiles are completely full. Since the miners are busy with other projects, I've converted a couple of the other stockpiles to food storage, since they were practically empty. I've also designated an extension for the current stockpiles. We'll see if the miners ever get that far.



7th Galena

Lokum Eshtënavuz came up to me today hauling the most wonderful cabinet! It also looked like it must weigh as much as an elephant, but Lukum seemed to have no trouble carrying it.



10th Galena

My term is nearly over, but I'm making sure that I will finish my term with a bang! I've scheduled the first annual goblin shooting competition for later today. The rules are simple. In the arena, we have all of our captive goblins caged. At the pull of the first lever, the arena will be sealed. The second lever will open the cages, freeing the goblins. The goblins have been caged within sight of each other for months. No doubt they have been throwing insults at each other, and have accumulated some nasty grudges. After the goblins have settled their scores with each other, the arena will be unsealed, letting the goblins free, straight into where a squad of crossbow dwarves is stationed. Whichever dwarf shoots the most goblins as they try to escape will win the goblin shooting cup. Let the games begin!

<http://www.mkv25.net/dfma/movie-642-goblinshootingcontest> (<http://www.mkv25.net/dfma/movie-642-goblinshootingcontest>)

12th Galena

Alas, the goblins elected not to fight amongst themselves, and even worse, one of them escaped around the back side of the arena, the crossbow dwarves forgetting about its existance the moment it left their line of sight. It didn't get far, though, before it stumbled into a cage trap. It shall be reinstalled in the arena, to await next year's competition!

21st Galena

At last! The flood trap is completely installed! Now we just need some goblins to come test it for us...

23rd Galena

The Count Consort just had a metalsmith executed for failing to meet her demand for billon. I would advise whoever is our next leader to beware, at least until a more permanent solution can be devised.

25th Galena

Today is the last day of my term as leader of Kulettögum. I will advise whomever is to be our next leader about a couple things first, though.

Firstly, the outer drawbridge is controlled by the lever in a small room built into the side of the old waterfall complex.

Secondly, the tower has eight mason's workshops within it. These are for the production of blocks, and will need to have their profiles adjusted if you want to use them for other things. It is best that you set all mason's workshops where you want to make quality items to only allow masons of novice skill or better, since the greater portion of the populace has masonry as an allowed skill.

Finally, beware the Countess and the consorts. They will make impossible demands, because they love nothing more than to watch good dwarves being executed!

Here's the save (<http://dff.d.wimbli.com/file.php?id=261>)
The map is here (<http://dff.d.wimbli.com/file.php?id=263>)
You'll have to download it and use the map viewer application, unless anyone wants to export the map again with a smaller tileset?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **June 30, 2008, 03:00:02 am**

I'll snag the save and export a map this evening. It'll all be in ASCII though.

I look forward to experimenting with all the levers to work out what they all do...

Also is anyone interested in signing up for a turn after me? Or should I ensure (rather than cause by accident) a period of... creative decline in the fortress' fortunes?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 30, 2008, 03:56:55 am**

Sign me up for a third term then, after any new people (if we get any!). :)

We at least need to get some proper sieges/collossusseses to test the new wall!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Sheb** on **June 30, 2008, 04:09:28 am**

Sign me up too! I really like to be the one who will turn Kulettögum into a pile of carp-infested rubble. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Aardvark** on **June 30, 2008, 05:33:14 am**

I would like to take a turn.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **June 30, 2008, 04:26:13 pm**

map here (<http://mkv25.net/dfma/map-2996-abbeyverse>)

May I say that I'm impressed by what previous rulers have achieved. We seem to have an immense bottom level mining project, the

tower is growing slowly, we have approximately seven megatonnes of food, three champions, pet alligators for sale, and many cool defences I have yet to fully understand.

I might build a slightly bigger dining hall though. And maybe some rooms for the Count Consort before he gets suicidal. But goddamnit I'm taking dresdor's table away. "Jools" Dodokkir never had a table, and that was good enough for him... ;-P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 30, 2008, 06:31:30 pm**

Wow, I'd not quite realised the scale of the outer wall, very impressive. :)

In fact, so impressive I fear it might scare the goblins away!

The huge swathe of dead vegetation from all the water accidents inside that wall though would probably do that anyway though. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 30, 2008, 08:19:31 pm**

Added Sheb and Aardvark to the turn list. I also put Kazindir and I onto the list for the next round.

Oh, don't take Dresdor's table away until you have a good reason. I think one should arrive in about 20 game days. Taking the table can be his punishment for lollygaging about when he's supposed to be trading.>:-D

By the way, that huge mining project was barely started at the beginning of my turn - you see where the veins are mined out around the edge? That's how far the mining was when I started - I just continued the pattern, all the way to the center of the map (but left the veins in - exploratory tunnels you see XD). Took me a good 10 or 15 minutes to designate it all x_X

As for the outer wall, I realized after it was half built that it was designated more or less so that it enclosed all the areas that had already been partially logged. So much for that ::)

Oh yes, while Kazindir managed to be our first Champion, *I* hold the distinction of being our first (and still only, I believe) LEGENDARY FARMER!!!

Oh yes, one last thing - if Jools does well on his turn, we'll probably be ready to get a King or Queen in a year or two. No final disaster would be complete without one. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 01, 2008, 04:29:21 pm**

No game progress yet but I have stuck some POIs on the map. Feel free to stick your own in to help or hinder understanding of what's going on. For instance, I'd love to know what that walled zigzag and bridge sticking out into the river are...

Quote from: Keldor on June 30, 2008, 08:19:31 pm

Oh yes, while Kazindir managed to be our first Champion, *I* hold the distinction of being our first (and still only, I believe) LEGENDARY FARMER!!!

Elf Sympathiser! Nature Lover! Hippy! I've got my eye on you... one wrong move and I'll report you to the McUrist Committe on UnDwarven Activities! ;-P

Oh yeah, and I had another bright idea (like the tower, but worse). What this fortress needs is to get connected with the mountainhomes! A high-volume trade route to get the salt out, and wealth in! We need... a highway! Or possibly a railroad. Or a monorail, they sound quite cool. Anyway, a linked series of reasonably high-above-ground bridgesacting as a transport system across the map, with on-ramps and spaghetti junctions and everything. Especially one big lever to retract all the bridges if the goblins come, or somebody fails to pay the toll.

Anyway. I shall try and get a month or so played tomorrow.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 01, 2008, 08:25:27 pm**

Hello, hello!

Are there any slots open? I've been lurking around for the last two weeks and I want to try my hand at a big fort, since mine rarely go past 60 dwarves due to a combination of boredom and extreme bad luck at choosing starting mineral-rich locations. Plus, vacations started yesterday so I should have plenty of time to play and write.

Can I join the fun? ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 02, 2008, 04:45:44 am**

Sure! There's always room for another leader, provided that Jools doesn't turn the fortress into a carp infested pile of rubble first;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 02, 2008, 04:58:13 am**

I'd like to have a go at horrible death by nibbling.
I've never managed a fort beyond 70 dwarves, and rarely beyond 30.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 02, 2008, 05:18:19 am**

Welcome to the ~~fresh~~ new players! ;-D

Quote from: Keldor on July 02, 2008, 04:45:44 am

Sure! There's always room for another leader, provided that Jools doesn't turn the fortress into a carp infested pile of rubble first;D

I'll try and keep it largely intact. But somehow, in some way, I aim to get some carp into that cistern... I think we'd better pray we never need to use it.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 02, 2008, 06:02:14 am**

Quote from: Jools on July 02, 2008, 05:18:19 am

Welcome to the ~~fresh meat~~ new players! ;-D

Quote from: Keldor on July 02, 2008, 04:45:44 am

Sure! There's always room for another leader, provided that Jools doesn't turn the fortress into a carp infested pile of rubble first;D

I'll try and keep it largely intact. But somehow, in some way, I aim to get some carp into that cistern... I think we'd better pray we never need to use it.

Hrrmm... I guess you could dig a channel, add cage traps, then flood it, then, once the carp are caught, close the floodgate, pump out the channel, retrieve the caged carp, and release it back into the cistern... Could be tricky.

How well would the dwarves of Kulettögum receive a leader obsessed with pretty patterns on floors and over-ambitious building projects?

They'd be grateful that at least he wasn't making them wage war on carp or anything. ;-D

Seriously, I think that the threat from our environment is fairly low these days (words guaranteed to draw a colossus or seven), so go ahead - build anything nuts that you can think of. I do.

Well... so much for making it browser safe :-P

If anything we have more traps and defended entrances than are likely to be taken by goblins.

Carp catching:

On the first Z level down, in the little room with the stairs, there is (was, should still be, hopefully :D) a lever.

Where the pond inside the walls is, if you follow it east a bit outside the walls (past the grate), just to the north in the channel that is full of carp there is actually a floodgate. (Was, should still be, hopefully. :D)

The lever and the gate are linked (were...etc) so if you close that flood gate and empty the cistern over the gate, the pump tower will refill the cistern by draining top level of the pond. (Without, incidentally, affecting the well! Damn Endok is good. :P) That'll leave the little bit of channel between the grat and the floodgate also dry (or down to 1/7 water at least) where you can put some carp catching cages - there is even already a flight of stairs there, after a mason got himself trapped in the channel after installing the grate. :)

In theory, anyway. :)

e: Re: {succession} Kulettögum, Salt Mines Beneath the Mire

st by: **Omega2** on **July 02, 2008, 07:46:45 am**

Quote from: Keldor on July 02, 2008, 04:45:44 am

Sure! There's always room for another leader, provided that Jools doesn't turn the fortress into a carp infested pile of rubble first;D

Hooray! :D

I just hope my computer won't die trying to calculate the carp onslaught! :P

e: Re: {succession} Kulettögum, Salt Mines Beneath the Mire

Post by: **Jools** on **July 02, 2008, 02:46:31 pm**

The Journal of Erush Crestwork, 9th Galena, 1057

Family. Can't live with them, can't get away from them - not in the Mountainhomes where everyone is related to everyone else. Despite wanting to be a marksdwarf, and showing a talent for it, no, I have to go and be an apprentice for my uncle Urist as a Mason. For FOURTEEN YEARS. As my friends went off seeking adventure and glory, or off founding new forts, all I got was more rock-fetching errands. And frequently sent back to go and pick a "more auspicious" rock from the quarry.

However, that part of my life is over, for news has reached us of a death in the family. Dodok Dodokkir, more lately known as "Jools", the estranged husband of my fourth cousin, twice removed (the shortest way of expressing our family links, although by no means the only one), has died in a distant fortress called Abbeyverse. Little is known other than that he was acting as trader for what was at the time an up-and-coming fortress looking to make a name for itself in the salt trade, and it is claimed that his death was an accident.

I have sworn to investigate this death, and if appropriate, seek vengeance for the death of this loyal family member. My family are a little unsettled by this, preferring just to pay him the lip service of a brief mourning period, and then continue life as before. I, however, feel that I should make a stand for the family honour; I should strike a blow for Justice should that be necessary; I must not just honour my relative's name in death, but take his place in this noble endeavour, and ensure that our family name is at the forefront of those driving forward this brave new fortress.

Most importantly, I should get the hell away from people who see me as nothing more than a handy rock-fetcher, who think my greatest ambitions should be no more than a brand new pair of -pig tail socks-.

There's some sort of big party planned tonight - the few members of family I get on with, and hordes that I don't, will be gathering together tonight - officially as some sort of send-off for me, although practically I know that that means four hours of haranguing by the elder members of the family on "why you shouldn't go", and "why can't you be more like your second cousin Meng, he's not always so

difficult like you are", and "oh won't you be disappointing your third cousin once removed Bomrek, isn't that a pretty dress she's wearing, oh now look you've made her cry...".

I have diplomatically failed to mention to anyone that I leave this morning. To Abbeyverse, and beyond!

25th Galena, 1057

I have arrived at Abbeyverse. I must confess to telling a little white lie. Well, actually, it's more of a whopping great bloodstained whale of a lie, blacker than a demon's heart and more tainted by corruption than an elf-lover. I made up a title - "Count Consort", whatever the hell that means, and when I arrived at Abbeyverse, loudly announced my arrival, ordered a few people to run around pointlessly making floodgates, and then threw a tantrum because no rooms fit for someone of my (claimed) status had been assigned to me. I think they fell for it. Allegedly some vast strip-mining project has been put on hold in order to try and satisfy my outlandish desires.

From what little I've learned since my arrival, it could be worse. The Countess here has an obsession with querns, and we have a giant incomplete rock salt tower that nobody knows the purpose of. But they're still building it. I must come up with some outlandish construction schemes of my own to keep them busy while I investigate my relative's death - and, more importantly, make a name for myself.

A new name, in fact. My current one might be recognised, should word of this fortress and its inhabitants spread; so, as a means of respect for my late relative (and a good excuse should I be unmasked as not of noble birth) I shall take the nickname "Jools", and go by this in all future formal documents.

26th Galena, 1057

I'v been tempted to run round changing everyone's job arrangements like I've seen a few nobles do in the past, but I think that's pushing it too far. By being reasonable, hopefully I can make some connections in this fortress, and hell, one or two things might even get done. I can always fiddle with job assignments if something isn't getting done.

As a start, I've ordered some more stills and kitchens to be constructed, so we can brew and cook more of our food. That's never an unpopular decision.

And after I've just made those orders, I get practically swarmed by dwarves begging me to make more orders. They want more chains for the justice system, more coins, mercy, justice, food, booze, hell, even donkeys. Sounds like they think I'll be a soft touch. I responded by loudly annopuncing that I would be dining with the Hammerer until I had my own quarters, and would expect satisfactory progress reports every mealtime.

That made them back off a bit.

I've also discovered that our forges lie idle. Now this may be a fortress founded on rock salt, but by the beard of Gembish Sealpaddles, dwarves ought to have spines of iron. I'll see what I can do with regards to getting some metal stuff made. Maybe I can even clad my room in some fancy metal...

28th Galena, 1057

I've noticed the same few faces acting as guards for this place. After some subtle investigation, it appears we only have two Royal Guards and three fortress guards, where we ought to have 6 and 13 respectively. I shall pretend not to notice this for a week or two, like a normal unobservant noble, then correct the matter with the judicious drafting of some peasants. Wouldn't do to weaken our military, after all... I'll make them all speardwarves in leather armour - hopefully that should keep the Countess happy without me having to meet her. After all, I'm meant to be married to her, but as soon as I meet up with her I'm bound to unmask myself as not of noble birth by calling a napkin a serviette or using the wrong piece of cutlery or something.

<Later that day>

Hammerdwarves, not speardwarves. We've got hammers. And I'll put a rush job in for leather armour and bucklers, as well as those fetching leather trousers I ordered for myself.

I'm faced with a bit of a quandary as well - drafting peasants to fill the Guard will leave us with very few dedicated haulers... perhaps there are some dissatisfied professionals who'd appreciate a change of scenery. For instance, we have a Grower who claims the title of "Goblin Snatcher Snatcher" - perhaps he'd be more at home as a guard...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on July 02, 2008, 03:19:01 pm**

Quote from: Kazindir on July 02, 2008, 07:36:46 am

If anything we have more traps and defended entrances than are likely to be taken by goblins.

Carp catching:
On the first Z level down, in the little room with the stairs, there is (was, should still be, hopefully :D) a lever.

Where the pond inside the walls is, if you follow it east a bit outside the walls (past the grate), just to the north in the channel that is full of carp there is actually a floodgate.
(Was, should still be, hopefully. :D)

The lever and the gate are linked (were...etc) so if you close that flood gate and empty the cistern over the gate, the pump tower will refill the cistern by draining top level of the pond. (Without, incidentally, affecting the well! Damn Endok is good. :P) That'll leave the little bit of channel between the grat and the floodgate also dry (or down to 1/7 water at least) where you can put some carp catching cages - there is even already a flight of stairs there, after a mason got himself trapped in the channel after installing the grate. :)

In theory, anyway. :)

You want me to *use* the Foe Flusher? That's *so* going to backfire horribly... it'll have to wait until the Elves come. Let them in, seize all they have, send them packing, pull the lever.

Which means we're going to need a manual lever for the Foe Flusher..

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke on July 02, 2008, 03:58:29 pm**

Quote from: Jools on July 02, 2008, 06:29:16 am

Quote from: Maggarg - Eater of chicke on July 02, 2008, 06:14:52 am

How well would the dwarves of Kulettögum receive a leader obsessed with pretty patterns on floors and over-ambitious building projects?

They'd be grateful that at least he wasn't making them wage war on carp or anything. ;-D

Seriously, I think that the threat from our environment is fairly low these days (words guaranteed to draw a colossus or seven), so go ahead - build anything nuts that you can think of. I do.

In that case, I'd like to take a place in round 3, if possible.
Don't worry, I looked over the map and was strange enough to plan out mosaics.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on July 02, 2008, 04:17:52 pm**

1st Limestone, 1057

Autumn has arrived. Nothing I've ordered has been done yet. I'm still sleeping on the floor. I suppose I could go and share with the Countess... but no. I might reveal myself as a peasant, and besides, nobles are usually ugly.

2nd Limestone, 1057

I yelled at some random dwarves. I don't even know who they were, but I threatened them with Hammerings if my room wasn't ready soon.

Digging has begun. I'm amazed. Plus the new jail area has been dug out, and all that is left is the installation of some ropes, and Kazindir ought to have enough space to fit all our miscreants.

6th Limestone, 1057

I've cast an eye over the "requests" of my fellow nobles. The Tax Collector wants a bonobo leather item made. He'll be lucky if he gets that. I've still got a floodgate to be made (can't cancel that without breaking my cover). The Countess Consort wants some war hammers, which I'll try and make, and the Countess still demands her damned querns. Other than that, there's not a lot that they want to keep them happy, other than fancier rooms etc. etc. You know nobles.

<Later that day>

I was casting an eye over the folly of a rock salt tower when Kazindir, Captain of the Guard, was passing by. With the excuse of sharing a flask of Longland beer with him, I learned a little about the history of the fort. The main tidbit he let slip were that my relative died in an accident during the inauguration of a Foe Flusher prototype system; it seems that most if not all of the evidence has since been dismantled. I suspect a coverup - of what, I don't know, but it smells very fishy, and that's not just because of the carp blood all over the place.

I also discovered that my late relative was forced to work without a table, but that every Trader and related noble after him had far greater status - tables, Armour stands, Weapon racks, even comfortable beds. I may not like my family, but this sounds like a huge injustice given the later wealth of this fort. I shall have to see about this new trader, dresdor. Is he the architect of my relative's demise? Some poor sap bribed to fill the role and follow orders? Or just someone who stumbled into the role?

I will have answers. My name is "Jools" Crestwork, fourth cousin, twice removed of the estranged wife of a murdered fourth cousin, twice removed's estranged husband, Count Consort of Abbeyverse, Mandater of Floodgates, and I will have my vengeance - in this life or the next. Or at least take the Trader's table, to restore family honour.

9th Limestone, 1057

I'd just finished sorting out some of the construction of my rooms, and re-designated some dwarves from building that tower to smoothing the stone in the rooms of other nobles, when a caravan arrived. Now I'll have to go and work out what junk this fortress sells and hunt down my relative's successor in the post of Trader. Just when things were starting to sort themselves out, it all has to go and get complicated. Now I understand why nobles keep getting upset.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 03, 2008, 06:53:26 am**

The Foe Flusher manual lever is gone then? It was under the trade depot, with the refill one outside that room to the north.

Sounds like some epic and thoroughly unsafe scaffolding is needed! :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 03, 2008, 08:17:13 am**

Quote from: Kazindir on July 03, 2008, 06:53:26 am

The Foe Flusher manual lever is gone then? It was under the trade depot, with the refill one outside that room to the north.

Sounds like some epic and thoroughly unsafe scaffolding is needed! :D

It probably still is there... in fact they almost certainly both are. I'll investigate, but there's no harm in building more levers all over the place. Apart from adding to the background level of chaos, which in my humble opinion is never a bad thing.

Also I'll probably take a little time out to test a new and amusing trap to dump our rubbish (ideally the rotten corpses of the last wave of foes) onto whoever comes knocking in a hostile fashion...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 03, 2008, 07:03:35 pm**

Oooh, I'd not noticed the "point of interest" thing on the map, very nice. Added one for the Cursed Bridge and one for the Door of Drowning the the latest map. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 04, 2008, 03:29:17 am**

Finally added Maggarg to the turn list >.>

I might have to add a point of interest for Kazindir's bathtub, also known as the moat... It's a good thing those maintainence hatches were there just inside the gate!

Keldor rushed into Jools' room.

"I have it! The solution for bridging the river!"

Jools looked interested for a second, before he remembered to put on a mask of rage and indignity at being disturbed by a lesser.

"How dare you barge in here unannounced! I ought to call in the hammerer!"

Keldor's eye narrowed.

"I think you forget how meaningless your title is here. This fort was built on the sweat and blood of many dwarves. I know every one of them. Even in the darkest days, when little more than a pack of dogs protected us from the ravaging alligators, crocodiles, elephants, and carp, we persevered. I would know. I was there when the first brick of this place was layed. If you think you can scare me with your hammerer, you are wrong. I've not only faced worse, but I've done it with the responsibility of this entire fort on my shoulders." Keldor's tone softened, "Now, I've come to you since you're the official leader of the fort. Do you want to hear my idea for the bridge, or should I tell it to Dresdor?"

Jools was taken aback. Before him stood what appeared no more than a simple farmer, yet with the steely gaze of a hardened military commander.

I'll have to be careful with these dwarves, Jools mused, they seem to be as ferocious as the swamp itself!

Taking a breath, Jools replied, "Erm, very well, I shall deign to hear your plan, if only because it would take a week to get your blood cleaned off the engravings."

Keldor didn't look impressed. "Glad to hear it. Perhaps you will do better here than our previous count. He went mad, you know. Stopped eating, and eventually withered away. I suppose that the swamp was too much for him."

Jools gulped. "Um, well, get on with it then."

Keldor nodded and continued, "Very well. My idea is to built a great arch over the river. Not only would an arch be stronger than a simple causeway, but its elevation would protect the workers from carp and alligator attacks, since they would be several rods up in the air, well out of reach. The importance of building a bridge is that afterward, no one will ever have to attempt to take a ferry. Too many dwarves have lost their lives doing just that..." Keldor's gaze became distant for a moment, before snapping back to the count consort. "Anyway, think it over and speak to Dresdor if you think it's a good idea. If he can't help organize a project like that, then no one can."

Keldor turned and left, leaving a rather disconcerted Jools at his desk.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 04, 2008, 03:54:35 pm**

Cool idea. And it'll show up nicely on 3Dwarf visualiser. I shall do something about it when I find some time... probably not this weekend, as I have a short film to make as well as some programming to do as well as god knows what else... maybe Monday evening.

Every time someone mentions arches I immediately want to try and build a rainbow bridge (ancient Chinese design which approximates an arch out of interlocking straight timbers) but I don't think I can approximate anything like that in DF.

I'm not sure whether to build it outside (and leave a single fortress entrance), inside the outer fortress (and have to trap it as an extra entrance, but still have a second line of defences) or construct it in to the inner fortress (and have to not only trap it but rebuild stuff to route things in via the Foe Flusher, or build a second one/second outlet for it over the new entrance...

Probably in the outer fortress, somewhere near the tower, and then heavily wall, trap and drawbridge the far side of the bridge.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 07, 2008, 06:51:58 pm**

How about between the tower and the inner wall? You can replace the stairs and some of the floor of the tower level you are joining to with grates linked up to a lever - with no stairs it won't be an access route to the outside but you could pile salt on the grates and drop it down when needed, turning the tower into some sort of vast salt silo.

Now, ok, I don;t know why you would need to do this really, but my dwarf senses tell me i would make loading wagons easier, i onyl we had wagons to load with salt. :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Sheb** on **July 08, 2008, 03:10:33 am**

I'm sorry, but I'm going on holiday tomorrow for 2-3 weeks, so I won't be able to do my turn....

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 08, 2008, 10:56:44 am**

Ok, Sheb, if Jools finishes his turn before you get back (>.>) I'll bump you back a slot.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 08, 2008, 12:36:53 pm**

Apologies for the delay, I've been a bit swamped with work recently - part of the weekend had to be spent coding.

Firing up DF now.

N.B. what am I playing to? Spring, as was the original plan? Mid-summer, as when I picked it up? Or just as far as I get before, say, the weekend, when the next player can take it on?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 08, 2008, 01:30:10 pm**

13th Limestone, 1057

It's been a couple of days since Keldor stormed in to my room with his grand bridge ideas. I think that I've left it long enough to not look like I'm actually caring about the project, but it is a great idea - not just linking us with the lands across the river, but acting as a huge draw for trade. Why struggle through a ford filled with carp when you can use our magnificent bridge? Or it will be once we've built it.

However, I had to do something about him storming in to my office. I stomped around yelling for someone to give the impertinent oik a magma bath (knowing full well that we have no magma) and when someone pointed this out, I said that I didn't care if we didn't have any, he was getting a bath because I said so. So a couple of the nearby guards shrugged and chucked him in the pond. Hopefully that'll make him think again before storming in on nobles (even fake ones). The next one might send him off for a *real* magma bath.

Besides, you don't get to be a Legendary Planter without smelling a bit... rural.

I've designated areas of treefelling and plant gathering to clear the area between the Tower and the inner wall. Once that's done we can start on the foundations on this side. We'll also need a temporary route to the other side to begin work there as well - preferably something carp-proof...

14th Limestone, 1057

Today I finally managed to assign myself a bedroom. If I ever find out how Keldor managed to storm into my room before I have one, I could use the knowledge to make a fortune!

I'm sorting myself out a Tomb, Office, and Dining Room as well.

Also, I spotted some miners lounging around, taskless. Now that they've dug out my rooms and some stockpile space, they can go back underground and continue hacking at the bedrock. I'll check back on them later, make sure they follow any veins.

17th Limestone, 1057

I worked out what all our idlers were specifically not doing. Hauling. They all claimed to be Siege Operators or Engineers and far above that sort of work. I pointed out their new work assignments and told them that if the wished to debate this, I would be meeting the Hammerer. They grabbed some rocks and started lugging them about.

I'm really growing to like this noble life.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 08, 2008, 03:17:01 pm**

25th Limestone, 1057

I've banned the export of floodgates. I just felt like it, okay?

27th Limestone, 1057

With the construction of my tomb, most of the noble's requirements are fulfilled. It would help if the engravers were a bit quicker, though, smoothing out all the rough edges. Most of the mandates have been fulfilled, as well. Except the tax collector's demand for something made out of bonobo leather.

Forget him, though. Tax Collectors are only slightly more popular than Hammerers.

28th Limestone, 1057

In order to spruce up my office, and deter Legendary Planters and anyone else who thinks that storming in on nobles is a good idea, I've ordered some traps built - using some Iron Mauls that were lying around. They're one step away from the door, so anyone politely hovering at the edge of the room will be fine, but those who storm in might get a nasty shock.

I'll pad the Mauls with something for the first few months until everyone's found out about them.

1st Sandstone, 1057

Something's killed a milkfish, and the river is running red with blood. Again. That's about the fifth time since I've been here. Who thought that this would be a good place for a fortress?

Oh well. At least it isn't on top of a chasm.

3rd Sandstone, 1057

Now the Countess wants some Nickel items. Do we even have nickel?

dresdor has informed me that we do. One bar. That's neat. I really hope that the Countess doesn't demand anything more in nickel.

4th Sandstone, 1057

A carp has eaten one of our engravers while he was working on the bridge. I think. I have no idea what he was doing blundering about close enough to the river for them to get him.

I'll have his name engraved upon the bridge. It's a tasteless, crass idea that he'd probably have hated, so perfect for one coming from a noble.

I've arranged some meetings with some of the old-timers here, under the guise of learning about the history of this place - but really, there's only one part of it I care about - who was responsible for the drowning of "Jools" Dodokkir. One of them is bound to let something slip.

6th Sandstone, 1057

I've banned the export of crossbows. We make some pretty good ones here, and we've got some nice thick walls - the last thing I want is our excellent bows in the hands of our foes, shooting back at us.

7th Sandstone, 1057

A carp just grabbed a herbalist who was trying to build the Bridge. I really don't know how, he was two floors up at the time. Maybe a wall or seven will help. On the positive side, I yelled at him to fight back, show some spine, pretend he was in the military, and he managed to beat it unconscious and leave it bleeding to death before he drowned.

11th Sandstone, 1057

Our miners have informed me that we have struck Microcline, for about the 15th time. I think they're trying to impress me with their efficiency or something. Anyway, they've got a lot of digging left to do on the bottom level.

15th Sandstone, 1057

We have struck Orthoclase. I informed the miner who came running to tell me this that if we found any more pretty coloured but economically and militarily worthless rocks, the next thing struck would be all of the miners, by a large hammer.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 08, 2008, 05:24:41 pm**

20th Sandstone, 1057

Our Philosopher is altering the price of plant fibre cloth. God knows why. Maybe it'll help him find out whether a rock makes a sound if it falls in the quarry, but there's no-one around to hear it.

23rd Sandstone, 1057

I found out who was responsible for the death of my relative. dresdor. Before taking the place of "Jools" Dodokkir, he built a giant reservoir. Which leaked, flooding the fortress. Everyone I've spoken to claims it was a complete accident, and couldn't have been deliberately targetted, but... I still want vengeance. For such sloppy construction, and violation of building rules! Have these dwarves never heard of Health and Safety? Do I have to give them all a crash course in the 14 ways to assess a situation before moving a single rock? Have they even seen a checklist to complete before moving a heavy item, or heard of *lawyers*?

That's it. I'm MAD. I'm smashing stuff up.

OOC: My dwarf is tantrumming. Maybe I should pretty up my bedroom a bit.

1st Timber, 1057

The carp have claimed another victim. A Peasant, this time. I hope Keldor is right about this bridge, it seems to be costing many lives to create.

2nd Timber, 1057

I've calmed down a bit now. But still... I'm not happy. Things must change. Primarily my room. It needs to be... smoother. And more decorated. In revenge for the death of my realtive, I'm taking dresdor's table away... I've heard that he's got a nice table as a result of his work...

3rd Timber, 1057

Turns out it was a Gneiss table. Whatever, it's now going in my room.

6th Timber, 1057

A Planter has been possessed. Damn. Why couldn't he have had a fey mood instead? Regardless, he's claimed a Bowyer's workshop. Hopefully this means some lethal crossbow we can use for shooting... dresdor.

Hang on. Our possessed Planter seems to be wounded. His left lung is bleeding. I hope he lives to finish the artifact...

11th Timber, 1057

Our Planter has begun construction. He's got enough crap to build things with... three lumps of rock salt, one block of salt, three types of wooden logs, some gems, bones and cloth. It had better be a damn good crossbow.

15th Timber, 1057

"Groupskewers". Sounds like a scattergun to me, but it looks like a single-shot crossbow. It's got crap encrusted all over it... all about dwarves travelling, or trading. Why can't it be of something more inspiring, like dwarves striking down dragons or goblins burning or something?

In other news, our shiny new arched bridge is half done. And already vomit-spattered. At least it's way above the river, so there's no blood on it. Yet.

17th Timber, 1057

Our miners struck Orthoclase. I was going to strike my miners, but fortunately the one who came to report it ran smack bang into one of my traps. What remarkable foresight.

I'm unpadding them now. The miners have been warned.

24th Timber, 1057

I've decided to spruce up my rooms a little with some more statues and so on, and one of those fancy corner-style desks. Given that it'll be approximately two years before the engravers get round to smoothing my room, never mind decorating it, I thought it a good idea to surround myself with some of the trappings of wealth.

I've not taken the artifact statue, though. I'm tempted to dump that in one of the Countess' rooms, to keep her quiet, but to be honest I'd rather it was somewhere where everyone can enjoy it. I might start a new statue garden or something... or maybe put it on the bridge...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Zerox** on **July 09, 2008, 12:17:34 am**

What would you guys say if I were planning too become the bane of bloodline fortresses everywhere, but you'd be my first target?

We're talking me being seriously BatSh!t crazy in any way, shape or form. Just to make it a little more "Challenging"?

P.S:I can run a fortress just fine anyway,though.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 09, 2008, 04:54:23 am**

Hmmm. More challenging doesn't exactly sound bad... we've got a fairly non-hostile environment (numerous drownings excepted) so our biggest threat is probably fortress mismanagement... and a good fortress thrives when given a challenge.

Personally I'd like to hear a little more before voting either way - what sort of population loss (roughly) would this challenge involve? Drop below a certain level and you'll kill the fortress due to nobles demanding stuff and simply not having the dwarves to fulfil it. Would it involve killing any named dwarves? Building pointless or dangerous stuff? Sabotaging existing systems so pulling any given lever did all kinds of crazy and random stuff throughout the fortress, or emptied the Foe Flusher *in* to the fortress instead of out of it? Setting up some sort of crazy maze-airlock system whereby any dwarf wanting to go from point A to point B needs a whole team of minions pulling levers to allow it to happen? Setting every dwarf's only task available to "Herbalism" and designating every bush on the map? Making every dwarf a crossbow-armed hunter and going after everything else on the map? Teaching the dwarves to swim?

Most of the above I'd see as perfectly fine, but there's a limit on how much the fortress can take. Creative decline would be fun, especially if we managed some sort of recovery, but completely trashing the fortress and killing most of the dwarves wouldn't.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 09, 2008, 04:57:17 am**

If those carp are actually pulling dwarves off the bridge from several Z levels down, I'd say that's certain to be a bug, and should probably be reported.

Could it be that the dwarves are getting close to the water for some other reason? I know I lost a peasant or two when they tried to pick up some lungfish remains or such on the shore O.o

In any case, maybe if you stationed an archer or two on top of the half finished bridge they'd shoot any fish that came too close?

Concerning when your turn ends, it would be a year from when you started, so very late summer. You could also play the extra 5 days or so up to the beginning of fall so things are nice and even if you wanted.

Zerox, so long as you don't play a paranoid noble who trys to kill off former leaders, for fear of them usurping him, it's *probably* ok.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 09, 2008, 05:42:18 am**

To be entirely honest I've not been watching exactly where the peasants are getting pulled from - currently, construction involves being in carp-danger zones(crossing the river), but in a little while it ought to be all nicely walled off.

Posting the marksdwarves squad is a good idea and I can't believe I didn't think of it myself. I was even planning to build fortifications up the side of the bridge so that anyone crossing could throw things/shoot at the carp... and possibly even a dump zone so that the carp get all our crap showered on them.

Oh, and I'd like to add that killing off former leaders by accident is perfectly acceptable. As long as it *was* an accident...

<Eyes dresdor with suspicion>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 09, 2008, 07:41:03 am**

Removing the solid lines of weapon and cage traps would be a good start to making things challenging. If any future goblin hordes have to be stopped by dwarf power (be it manually smacking them or pulling levers) then the general danger levels go way up compared to relying on lines of dwarven sentry guns. I mean, weapon traps.

That was one of the reasons I decided to build what is now the Foe Flusher, because it involved getting rid of the drawbridge. Our military got quite badly squished though so I left the weapon traps in place!

Besides, even our original chief mechanic dealt with rampaging elephant herds by running at them screaming, not just traps!
On an entirely unrelated note, is Endok still alive? :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 09, 2008, 08:08:26 am**

Which Endok?

We've got Endok Drilledpulleys, an Engraver, Mason, Hammerdwarf, Mechanic, Grower and Animal Trainer. Endok Staffcontained, our Philosopher (this noble will not work, how unsurprising). We had an Endok Speardoor (Holdings - Grave. He has been quite content lately. His only relationship is with his Deity, which I think is fitting). That's all we've had in Endok terms.

Looking at the list we've got about sixty dead, all told. I lost count of the number of pages of animals, so a slaughterfest might be in order to keep the framerate up. Oh, and we have two carp that have names (though one of them is unconscious and bleeding) so I think some sort of carp attack is in order.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 09, 2008, 09:08:28 am**

"Endok Drilledpulleys, an Engraver, Mason, Hammerdwarf, Mechanic, Grower and Animal Trainer"

He sounds like the right one. Our original mechanic/animal trainer/crazed loon, who single handedly* drove off several elephant hordes and captured the named elephant who killed some dwarves who is I think still at the gate under the Foe Flusher. :)

*He has an awful lot of dogs with him as well, but dogs don't have hands. :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Zerox** on **July 09, 2008, 10:13:29 am**

Sign me up for part 3 when everyone says it's OK.

This may be fun.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 09, 2008, 11:47:30 am**

Endok Monangbesmar is the one, though my translation (looking at the raws) comes out to Boredpulleys, not Drilledpulleys. Strange.

EDIT:

Looking closer, the actual entry is [T_WORD:DRILL BORE:monang], so I guess it took the drill over the bore. Oddly enough, there's also a [T_WORD:BORE DRILL:at^k]. I wonder what the difference is? Oh, and Endok means Attic. Hence, Attic Drill-Pulley.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Dr. Melon** on **July 09, 2008, 04:09:01 pm**

You know, instead of hunting the carp, how about building a little dry channel, filling it with cage traps, and then letting water in via floodgates, catching the carp, draining it with pumps, and then taming and then torturing the carp.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 09, 2008, 05:37:59 pm**

OOC: Good plan. I was thinking about capturing some carp a while ago but completely forgot in all the excitement. I'll consider it once the bridge is done. Problem is that our miners are massively busy on the bottom level, and from experience, removing enough designation there to stop them digging is a pain in the arse.

Anyway, I managed to get through about a week of game time tonight, after cleaning my flat and shopping for half a ton of stuff...

1st Moonstone, 1057

Winter. A chill has settled over the land. Construction of the bridge continues, now under the watch of our marksdwarf squad. Or as much of it as can be bothered to turn up - currently about half of it.

Still, I'm hoping that they act as a carp deterrent if nothing else. I've also designated a stairway to be dug down to river level, to allow anyone who falls in to escape, but with the miners busy on the bottom level it might be a while before it gets dug.

5th Moonstone, 1057

Carp are interrupting bridge construction again. Not actually killing peasants, for a nice change, but scaring them enough to make them run away. The marksdwarves are all off elsewhere. Probably drunk as well. I'm also designating fortifications along the side of the bridge, on the off chance that a marksdwarf turns up to shoot through them.

Construction on this side of the river has gone as far as it can; I'm trying to get a bridge built across so I can begin from the other side, but construction is slow. Not sure why. I already have a pair of bridges across another section of river, but I made the mistake of ordering

them built at a higher elevation to protect dwarves crossing it from carp; sadly, no-one has yet worked out how to get down from the bridge on the other side... so I'm building one bridge across to finish the other side of this second, safer bridge, and then we'll use this safer bridge to cross over the river while building the giant arched, fortified bridge. And if future leaders are lucky I'll deconstruct it all once I'm done instead of leaving messy bridges all over the place.

<Later that day>

We've struck Fire Opal. This is actually something vaguely interesting and valuable, so I have refrained from striking the miners.

6th Moonstone, 1057

Kazindir has mandated the construction of a short sword. I think I can manage that. I did try to inquire what he wanted it for, with him being an Axedwarf and all, but the military and Guards are a very insular lot and avoid nobles like the plague (on the very sensible grounds that nobles have a tendency to try and make them do things, especially foolish things like charging at armies of goblins with nothing but an axe and a small leather buckler). The most information I could get out of Etur, our Speardwarf, was that Kazindir wanted to use it as a toothpick. I'm not sure if he was being sarcastic or not.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 12, 2008, 10:13:00 am**

Quick note - playing now, aiming to get my turn done over the weekend. And we have another dragon... I'm tempted to just let it come and see if the traps or the Foe Flusher deal with it...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 12, 2008, 11:57:33 am**

10th Moonstone, 1057

One of the marksdwarves on guard by the bridge has been stunned. I don't know what by. Can't be carp, he's behind fortifications.

Speaking of carp, they interrupted construction again. I think it's the one we've called Roderlid or something, which is heavily injured and spends most of it's time unconscious underneath the bridge, but seems to occasionally wake itself up, while annoyingly failing to bleed to death. Once I can get a marksdwarf to the other side of the river I might be able to get a clear shot at it, but until then we'll just have to try and ignore it.

Meanwhile, I am personally supervising construction of Kazindir's short sword. Whether or not he wants to use it as a toothpick, I'd rather make it than upset our Captain of the Guard.

11th Moonstone, 1057

We have struck Claro opal. Whatever that is.

<Later that day>

Damn. We've got another dragon. I'd better go and figure out which lever closes the drawbridge... that or bring everyone indoors and see if the myriad of traps and the Foe Flusher can deal with it.

<Even later>

The miners told me we've struck Moss Opal. I was unimpressed. I told them about the dragon. They were unimpressed. Maybe one of us should put some effort into finding some common ground between us...

12th Moonstone, 1057

Fire Opal.

Meanwhile, that dragon is just sitting on the borders of our land. I haven't even bothered shutting the drawbridge yet. I might send the marksdwarves after it, or I might just leave it there on the basis that it'll kill anything else that comes along - kobolds, goblins, elves, traders etc. and then we can loot anything that's not still on fire.

<Later that day>

Brown zircon.

13th Moonstone, 1057

The Countess Consort wants a ballista part. Just one. Not enough to build a ballista, just one part. I don't understand why, but I'm guessing that's not exactyl something I'm meant to do.

In other news, we have one very stupid dragon. It blundered through the weapon traps at the entrance unscathed, and then immediately got trapped by a palm cage. A wooden cage. A flammable cage. A snarling fire-breathing monster held captive by a flammable cage.

How very disappointing.

I'll see if anyone can train it to be a pet for someone; if not, I'll just put it in my room. Or possibly dresdor's, and arrange an... accident in revenge for the death of my relative.

17th Moonstone, 1057

The Countess Consort just gave birth to a baby girl. Congratulations are in order. Especially as she's just dumped it on the silt outside while assisting in bridge construction...

18th Moonstone, 1057

Red zircon. I really ought to get these gems cut or something.

19th Moonstone, 1057

Kazindir is demanding a Brass Armour stand in his dining room. I'm wondering if I should give him the dragon instead and see if that keeps him happy. We've only got one brass bar - I hope that's enough...

<Later that day>

Cobaltite.

<Even later>

I am beginning to regret the bridge. As soon as the access walkway to the other side was built, a Potash Maker sprinted across. It seemed an Alligator had killed a giant leopard, and he wanted to pick up the corpse... not considering the fact that there might just be a large,

angry alligator nearby. I've sent the marksdwarves from the bridge to either save him or facilitate corpse retrieval.

<Later still>

Damn, he got eaten. I'll forbid everyone from making a lemming rush to grab his stuff, and try sweeping the marksdwarves around the area a bit, see if they can kill some of the wldlife.

Damn again. Some blasted peasant is out there trying to stockpile an unknown item that I can't identify... and wandering *right over* an alligator nest to get there. I'm escorting him with the marksdwarves, but this can't end prettily...

An alligator and two hatchlings later, I work out that the peasant is after the lower body of the leopard, lying on the grass a few metres from the rest of the leopard. What a pointless thing to chase after. Anyway, with the marksdwarves on guard, I've permitted everyone to go and gather all the animal bits over there that they want to, for now at least.

25th Moonstone, 1057

The grab-everything-you-can policy across the river is now rescinded. An armourer is being eaten by one of the remaining alligators, as the marksdwarves are off sleeping or drinking.

I'm building a wall and a drawbridge round the far side of the bridge, and raising the frigging drawbridge until further notice.

And Kazindir still hasn't got his brass armour stand.

28th Moonstone, 1057

Nor will he get one. We need three Brass bars. He'll have to wait for the traders.

I hope he doesn't get angry.

1st Opal, 1057

Kazindir, sensing the delay in making his precious Brass Armour stand, has prohibited the export of all Armour Stands. Fine. If we have any spare, I'll put them all in his room until he's quite happy that we aren't losing any...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on July 12, 2008, 03:38:59 pm**

9th Opal, 1057

A warthog has given birth to warthog piglets. In my opinion they're marginally better looking than the child of the Countess Consort...

10th Opal, 1057

Brown Zircon again.

17th Opal, 1057

A Royal Guard has starved to death. I didn't even know he was injured. Regardless, I'll have to give some other poor sap the job. And we're still short of fortress guards...

While checking, it appears that we only have four Royal Guards anyway, when we ought to have six. Another one has died at some point and failed to be noticed.

Oh well. I'll appoint some useless idiot like an Animal Dissector to take his place.

21st Opal, 1057

Now the dragon is tamed, I've made it available for sale. Someone's valued it at approximately 40,000 coins.

Having checked, it appears we have precisely *no* coins.

I've ordered some native gold bars to be made - we'll start making some coins with them to start with.

22nd Opal, 1057

We're out of barrels to brew drinks in. We may not be short of booze, but this is a key part of any functioning fortress, so I shall rectify things immediately.

4th Obsidian, 1057

The Grand Bridge approaches completeness; enough has now been built for it to serve as a functioning river crossing, at least. All that needs to happen is to fill in the gaps. And for that to happen, first we have to remove some pesky trees in the way. Time to cross your fingers and hope the elves aren't watching.

Oh, and also time to try and get someone to finally clean the vomit off it. It's really spoiling the bridge's nice white salty shine.

18th Obsidian, 1057

I'm worried about one of our Planters. He's wounded in the left lung, and wandering off into the wilderness across the river claiming he has to dump something. He's not carrying anything, though.

He appears to be staggering back with the remains of a lungfish. Quite why he thought that cleaning that up was important what half the topside fort is a mess of mud, blood and vomit, I don't know, but if you really do want to start cleaning this place I suppose you have to start somewhere...

20th Obsidian, 1057

The Countess and the Tax Collector have just ended mandates; the Countess now allows us to export querns, and the Tax Collector has given up on having a bonobo leather item made for her.

While checking up on them, to make sure neither was going to throw an expensive tantrum, I discovered that our Tax Collector was wounded - bedridden, in fact, with an upper spinal injury.

That's the best kind of Tax Collector it's possible to have. One who just needs smiling at and assuring that we're collecting taxes, plus of course occasionally being fed and watered.

Also our reports seem to indicate that in terms of created wealth, we've topped the one million mark. Not bad for a city founded on salt.

21st Obsidian, 1057

Red Zircon again. And I was getting used to the peace and quiet from our miners...

22nd Obsidian, 1057

A Bone Carver has been possessed. Damn. Not that we're short of bones from dead things, but I'd prefer a good old-fashioned fey mood.

I hope we have everything he needs...

23rd Obsidian, 1057

The Bone Carver has claimed a crafts workshop. I hope he makes something valuable...

25th Obsidian, 1057

We have another Champion! A Hammerdwarf. This would call for a celebration if our booze stocks weren't dwindling. I have reassigned carpenters and woodcutters to stop doing anything but their woodworking jobs... not that we have many of any of them, but never mind.

In bridge news, wagons can now cross over to the other side, and make it out of the walled section that has been built. They can travel a whole three metres before being blocked by trees. We'll have to build a road if we're to seriously exploit this new construction.

26th Obsidian, 1057

Our Bone Carver has begun a mysterious construction using ten alligator bones, a giant leopard bone and some alligator leather.

I bet the resulting artifact has a picture of an alligator on it.

1st Granite, 1058

Happy New Year!

2nd Granite, 1058

We have a kobold thief in our midsts. Keldor's running a sweepstake on how it gets killed or caught. I put my gold coin in and got "bitten by warthog". I swear he fixes these things.

<Later that day>

Our Bone Carver is finished. An alligator bone ring, decorated with alligator bone and bands of alligator leather, and spikes of alligator bone and giant leopard bone. No images on it, so that's one bet I've lost today already.

The kobold's escaped past our cage and weapon traps on the outer entrance. Bomrek, leader of the Marksdwarf squad, just somehow happened to get "Shot by marksdwarf" in the sweepstake and has sent his entire squad racing after the creature.

4th Granite, 1058

The kobold escaped. Keldor keeps the pot. Goddamnit, I really ought to train some dogs and keep them by the entrance. Or even better - Hunting Warthogs...

5th Granite, 1058

The Countess has apparently got a warning from the Elves about disrespecting the trees in this area. I chose to celebrate this news with a nice party round a bonfire.

6th Granite, 1058

Our drink stocks are stabilising after the dent we made in them at the New Year. Still, they could be better. I've ordered another Still be made.

7th Granite, 1058

The Countess Consort has mandated the construction of Electrum items. I've ordered a couple be built, and our Electrum stocks replenished, but we're running short of some metals...

8th Granite, 1058

Claro Opal. I really ought to start encrusting stuff with gems, it's not like we're short of any.

15th Granite, 1058

An elven caravan has arrived. I'm tempted to send for our deputy trader rather than dresdor, but we'll see who's around.

After their harsh words over the trees, I'm obviously not planning on buying anything they have to offer...

17th Granite, 1058

The Elves are approaching the Depot. dresdor, who is asleep, has been requested to go there. I'd *hate* him to miss out on any of the... excitement.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 12, 2008, 06:15:38 pm**

I'm glad those cage traps actually lived up to their purpose - that was actually the reason I had them set up, to try and catch the last dragon that came our way. That time, however, the marksdwarves shot the dragon before it got to the traps. Endok looks quite thrilled with the prospect of taming it. I hope he doesn't end up as a pile of ashes, I've rather taken a liking to the dolt.

Oh, Jools, *leans in and whispers conspiritorily* I DID actually rig that sweepstakes, at least so far as Bomrek getting the Shot by Marksdwarf slip. The idea was that it would "motivate" them to actually go kill the creature, rather than sitting around drinking booze while kobolds make off with our finest crafts. The sad thing is that it didn't even work. Pathetic.

No, no, I didn't rig any of the other ones! You picked your slip completely on your own! And don't give me that look. It wouldn't have been the first time a kobold had been - what was it? - bitten by a boar. You should have seen it the first time it happened! Not as funny as the time one tripped over a lungfish and landed in quicksand, but still!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 12, 2008, 06:24:46 pm**

Endok's fine. Well, he needs some new clothes, and is covered in several layers of mud, blood and vomit, but he's tamed the dragon and is merrily re-loading cage traps.

The kobold only got away with it's miserable life, nothing more, so I'm not that worried. Besides, we've already got plenty of fodder for an arena fight.

Anyway, on with the updates. N.B. it's not running quick at the moment - my PC isn't exactly shabby but it's struggling under the load, I think because of all the animals. I might try caging or killing them so whoever's up next gets a chance at the thing actually running...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 12, 2008, 06:29:47 pm**

19th Granite, 1058

A goblin Snatcher blundered into a cage trap by the outer South Wall. I'm not sure what to do with it - another Live Fire exercise for the marksdwarves? Or just feed it to the dragon?

21st Granite, 1058

The last of the fortifications on the Bridge has been designated, plus the tower has an extra level now, and another is being worked on.

Where the hell is dresdor? I've got Kazindir and his squad of Champions looming near the Trade Depot should things get ugly; why can't dresdor get his arse in gear and get up there so we can seize everything the Elves have?

22nd Granite, 1058

My patience has worn thin; I have allowed anyone to trade. It's not as if it requires skill or subtlety to seize all the possessions of the Elves...

Meanwhile another Royal Guard has starved to death. Who knew it was such a dangerous profession?

23rd Granite, 1058

44640 coins worth of loot. Lots of random crap like cages (though I always wanted a hippo) and rope reed thread, cloth and rope, but also quite a lot of Gnomeblight and food.

<Later that day>

A goblin snatcher has attempted to cross the bridge, but been spotted by someone's pet cow. I shall have to secure the new entrance somehow, with weapon and cage traps.

<That evening>

An ambush! On the bridge, as well - axegoblins! I've ordered Kazindir to rush over there and secure the area.

The goblins are approaching the entrance to The Tower, with it's 10 weapon trap. I almost hope they make it there, just to see how well the trap works, but sadly Kazindir is annihilating the squad single-handedly, and two more Champions are arriving, so I doubt I'll get to see the trap in action.

Interesting. Kazindir has sent a goblin flying through the air, and is now chasing after it trying to swat it again before it touches the ground. I'm sure that could be made in to some sort of game, but what it really needs is two dwarves - one to send the goblin flying, the other ready with a hammer to see how far he can hit the flying goblin. Points to be awarded for distance, style, and the "Urk!" noise the goblin makes on impact...

Whatever the rules are, I'm sure Kazindir would be a Champion at it. He's sent a second goblin flying before the first has even touched the ground!

Splat. One goblin impacts upon the rock salt inner wall. If Kazindir had hit it a little harder and turned it into a thin smear on the wall on impact we could have made some sort of instant goblin jerky. And then sold it to the elves for a laugh.

The third goblin has turned away from the tower, to my annoyance, and looks like he wants to challenge one of our Champions. More fool him.

Kazindir and Tosid are smearing two goblins in to a thin paste, but one I hadn't spotted until now has been sneaking round the base of the tower... and then decided to pick a fight with two Champions.

One axegoblin is still out there, chasing a Planter round the area north of he river, but we've now got a buncho of speargoblins by the south wall. One or two are caged thanks to some traps there, but we need to get some military out there. That's military as in frontline dwarves capable of fighting, not some numpty who thinks that he can make everything better by reloading the cage traps...

I've raised the outer drawbridge for now. The last axegoblin north of the river is being pounded into fertiliser as we speak, and the marksdwarves are on the platform built to snipe at the first dragon, shooting at the speargoblins. One Fish Cleaner is still out there but hopefully he'll not do anything stupid until the goblins are toasted.

Meanwhile, getting the drawbridge north of the river hooked up to a lever is becoming an urgent priority.

The second ambush aappears to be over. One speargoblin escaped, with much damage to one of his legs. The rest were shot down. Total losses from the attack were one cow. We're celebrating with steak.

1st Slate, 1058

Interesting. The Elves have left (empty handed, of course) across the bridge, to the north of the river, after arriving south of the river. Perhaps they wished to see our defences on the new entrance, or are taking a shorter route home...

Either way, they should have had a spectacular view from the bridge of the river running red with the blood of goblins and that cow...

5th Slate, 1058

A flange of bonobos has appeared to the south, roughly where the battle with the speargoblins took place. I'm sending the marksdwarves out; maybe in future we might be able to make the bonobo leather items so desired by our Tax Collector...

6th Slate, 1058

The Countess has mandated Green glass items. We've never made glass here. I hope someone knows how... I can't even find any sand!

7th Slate, 1058

It never gets any easier. First a dragon. Then goblins. Now we've got the worst of the lot. Migrants.

- 1 Potash Maker (Welcome to the Fortress Guard!)
- 2 Dyers (Now making up the Royal Guard numbers)
- 1 Metalcrafter
- 1 Fishery Worker

- 2 Peasants
- 1 Axedwarf (straight into Kazindir's squad)
- 1 Soap Maker (Ever heard of this stuff called "glass"? Just like soap, I've heard, only useful. Go and make some!)
- 1 Craftsdwarf - bone, wood and clothes (I'm tempted to nominate him as Elf Greeter)
- 1 Blacksmith
- 1 Gem Setter
- 1 Armorer
- 1 Milker
- 1 Marksdwarf (Bomrek's squad)
- 1 Gem Cutter
- 1 Cow calf
- 1 Bone Carver (I hope he likes making bolts)

10th Slate, 1058

Our migrants have passed through a swampy area and disturbed an alligator. It appears to be chasing them back to the fortress. Hopefully it'll just blunder straight into a cage trap, and we can have more fun in the arena... No, it appears to have turned around and be challenging the axedwarf... unsuccessfully.

I've stood the marksdwarf squad down, for now.

11th Slate, 1058

Damn, the Countess is throwing a tantrum. I'll have to try and cheer her up with some stupidly valuable stuff in her rooms... I've mollified her with an artifact cabinet, statue and floodgate (symbolic of the shutting off of tears, or so I'm claiming). All this can be removed once her room is smoothed and engraved to a good enough standard. And will need to be otherwise the next noble who comes along will want two artifacts in each room...

Meanwhile, the blasted Countess Consort has mandated Tin items. We have no damned tin.

12th Slate, 1058

The Countess has calmed down. That was worryingly quick... though fortunate, as she'll go berserk again when we tell her that we have no sand with which to make glass.

Anyway, I've ordered another 18 bedrooms dug out. Hopefully there'll be enough space for the new arrivals. Now all I have to do is distract the miners from digging out the bottom level long enough to do this...

I've stood Kazindir down - the north gate isn't fully protected with cage traps yet, but I'll just close it until it is.

16th Slate, 1058

Our miners, whilst smashing through rocks in their normal breakneck fashion, have struck Sylvite in the bedroom area. Whatever that is. I think just pretty rock.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 13, 2008, 10:26:05 am**

10th Felsite, 1058

Damn. Our Tax Collector is up and about again. I might have to actually start collecting taxes...

17th Felsite, 1058

It appears that there is an irresistable animal magnetism about this fortress. In that it keeps attracting big animals. Now a Hydra has arrived. I've not even bothered alerting Kazindir or Bomrek, I'll just let it blunder into the traps and get Endok to train it.

18th Felsite, 1058

One hydra, safely caged. I'm putting this one in my room as well, but obviously I'll let anyone who wants to buy it.

Obviously it won't be my fault if we don't actually have enough coins in the fortress to reach the asking price...

22nd Felsite, 1058

The Countess is throwing a tantrum. I'm not sure what more I can do to stop her, it seems to be related to a miscarriage.

23rd Felsite, 1058

In an effort to make the fortress more streamlined and efficient, I've put some cages in the hall on the same level as the nobles' quarters. All stray animals will be crowded into the cages, to keep them out of the way. One cage per animal type. I'm testing the idea by putting elephants in the first cage - if it works with them, it ought to work for warthogs, donkeys, alligators and whatever the hell else we have.

28th Felsite, 1058

Much work is going in to caging our animals. Meanwhile, a Planter with no other obvious skills has suddenly entered a fey mood. I'm hoping for him to become a Legendary Engraver, we could do with one to finish off all the nobles' rooms...

1st Hematite, 1058

Summer time and the weather is... actually I've got no idea what the weather is like, I've been chasing warthog piglets for the past few days trying to cage the little blighters. They're incredibly quick when they want to be and seem to be born with huge jaw muscles and an instinct to bite everything in range...

6th Hematite, 1058

Our Planter has begun construction. He's using a Mango tree log, rock salt, a block of rock salt, two rough fire opals, some pig tail cloth, six goblin bones and some fire agates. I'm expecting something valuable but useless... possibly some sort of woodcraft.

10th Hematite, 1058

It's depressing to be right all the time. I now have on my desk a new artifact - a Mango tree ring. "Colournoose the coal of striking" it has been named, encrusted with fire opal and fire agate, encircled with bands of mango tree, fire opal and pig tail. It is adorned with rings of rock salt and menaces with spikes of rock salt, and has an image of donkeys on it in goblin bone. And it is entirely useless. Oh well, maybe I can trade it to the humans for everything they own or something.

Meanwhile I'll get my new woodcrafter to get churning out some junk.

15th Hematite, 1058

A what has arrived? Oh I don't even care, it'll just get caged anyway... Oh. Its a human Diplomat. Slightly too intelligent to get caught by a cage trap, annoyingly, otherwise I'd have a great addition to my room... Never mind. Hopefully he'll deal with the Countess and leave me in peace.

16th Hematite, 1058

Now a merchant prince has arrived as well. We really need a more devious cage trap.

17th Hematite, 1058

Bomrek, leader of the marksdwarves, has been elected Mayor in Kazindir's place. Kazindir's still Captain of the Guard though. Annoyingly this means I now have an extra source of stupid mandates.

Which reminds me, Kazindir still wants another short sword made.

Fortunately Bomrek already has rooms almost up to standard... a statue or two should bring her quarters up to scratch.

23rd Hematite, 1058

dresdor's slacking again. First he had to conduct a meeting, then he just went to sleep without even considering trading. If he's not at the trade depot soon, I'll have to appoint someone else.

In terms of trade goods, I'm hoping that the humans will accept the useless trash we stole from the Elves in return for whatever they happened to bring. I'm also having all our finished goods bins shipped up there, just in case we need more trinkets to make a deal.

We've also fulfilled a mandate for war hammers from the Countess Consort (hopefully that'll make up for not meeting her tin item mandate) and are working on Kazindir's new short sword. I still haven't figured out what he does with them... unless he really is trying to use them as toothpicks...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 13, 2008, 12:58:24 pm**

28th Hematite, 1058

I'm tired of waiting for our trader, dresdor, to wake up and get his arse to the trade depot. I've allowed anyone to trade. Any deal is better than no deal... especially when we stole most of what we're going to offer...

29th Hematite, 1058

All the humans have brought is bars of various metals and some more exotic log types. Still worth a few coins, though. I'll try and let them have a decent profit from it - though I'm annoyed that they're charging more for some electrum bars than we are for an electrum amulet (even if it is badly made)

I got our Tax Collector to swap some rock junk and a load of clothing, plus a few metal trinkets for all the caravan brought. Nothing we couldn't replace. It seems that Catten, our Legendary Clothier, is someone it's worth keeping busy making stuff for trade. Atir, our weaponsmith, is also good at making highly valuable gear, but I'd rather not enter the arms export business.

6th Malachite, 1058

The miners are doing well on the bottom level, almost done with the pattern mining, so I've told them to follow a few seams. They seem happy with the request.

<Later that day>

I went back and clarified my position on mining stuff, after I heard that they'd started digging out the pretty coloured rocks. Just ores and gems, please, and then we'll start on the next level...

7th Malachite, 1058

In an effort to get the nobles' quarters up to scratch, I have ordered everyone with the occupation of "Engraver" to only engrave and carry things. No more will they do masonry, carpentry, weaving or whatever the hell else they were playing at. Smooth those walls!

11th Malachite, 1058

Oh warthog's dooberries. The King has heard of our good work and declared Abbeyverse a Duchy. Not only does that mean I am now a Duke Consort, and far more likely to be outed as an impostor and not of noble birth, but it also means we've got the darned King coming. He has let his desires for certain levels of wealth in the fortress be known... he wants 15000 coins worth of architecture (thanks to the tower, bridge and Foe Flusher we have over twenty times that) but he also wants roads and offerings worth thousands.

I hope he likes rock salt, that's all I'm saying.

I'm postponing further work on the tower (at least 10 stories are complete by now anyway) in favour of roadbuilding. Roads north, across the river, west, towards the Elves, and east, towards where our last bunch of migrants came from. As far as offerings go, he can have one of our less useful artifacts or something.

I'm not sure what to do in terms of sorting rooms out for him... I could order some new, massive quarters dug near the other nobles, but my eye keeps getting drawn to the top of the tower. If we could build rooms up there, he'd never interfere much in the running of the fortress...

16th Malachite, 1058

dresdor is meeting with that human merchant prince. I suspect treachery, or at least some sort of fraud. I'll be keeping my eye on him...

19th Malachite, 1058

The Duchess (as she now is) has mandated green glass items again. I thought about explaining, but decided not to bother.

20th Malachite, 1058

I'm sneaking a trade agreement in with the humans, behind dresdor's back. I've ordered some tin bars, to satisfy our nobles' demands for tin items, and copper and silver for coins, and some seeds. I'm assuming that everything else we can make ourselves.

Annoyingly they won't bring me any sand, or green glass that I can re-use...

5th Galena, 1058

Adding small extra statues and coffers to Bomrek's room hasn't brought it up to scratch, so I'm making a gold statue and will put that in there. If that doesn't bump it up, nothing will.

7th Galena, 1058

Deduk Ilavuz has become a Sword Master. I am tempted to go and challenge her to a sword fight and tunt her mercilessly during it... before sailing off and discovering the secret of Bonobo Island. Or something.

It's only a daydream though. In reality I fight like a cow.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 13, 2008, 01:52:38 pm**

13th Galena, 1058

Brewers are running out of barrels. I've ordered some more to be constructed, but our booze stocks are well up on where we were a few weeks ago.

16th Galena, 1058

An alligator has been killed on the hill to the northwest. So obviously this has resulted in a lemming rush to go and pick up all the bits, heedless of the leopard nearby.

I think I'll shut that gate again once the lemmings are back in.

Meanwhile Endok has engraved a masterpiece in the Duchess' dining room, of a dwarf surrounded by amulets. Maybe he's hinting that we should make more trade goods...

1st Limestone, 1058

Autumn has arrived. As I look back on my year running this fortress, I consider whether it has all been worth it - the subterfuge, posing as a noble, the tireless work trying to bring wealth to this fortress so I could appropriate some of it for myself, and the investigation into the death of my relative "Jools" Dodokkir. The subterfuge has been necessary; no fortress this size would just accept an outsider as ruler for a year, so I am content on that score. The tireless work to bring wealth has been worthwhile. Our records show that created wealth is up over 40% from where I started. The true figure, including my 'appropriations', is over - well, I shall not commit this figure to paper, lest someone find it.

On the final count, I must admit that I rest uneasy. Was dresdor responsible for the death of my relative? I am sure of it, but have no proof, nor proof of intent to kill - it could all have been an accident. There is nothing more I can do as ruler to attempt to punish him without arousing suspicion, especially with the arrival of the King imminent. I need good reason to remain cloistered away in my rooms as more nobility arrives, lest they unmask me as a peasant - and yet I cannot remain idle. While I continue to appropriate things and make myself richer, I must grow in skill and stature, so that I may finally have to skills to screw up dresdor's life and get revenge for the death of my relative.

It is with all this in mind that I have signed up for a correspondence course in Law. That's right. I'm becoming a Lawyer.

Mwahahahahahahahahahahaha!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 13, 2008, 02:16:21 pm**

Map (<http://mkv25.net/dfma/map-3060-abbeyverse>)

Save (<http://dff.d.wimbli.com/file.php?id=285>)

I'll stick some POIs on the map now. Enjoy!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 13, 2008, 02:53:57 pm**

Alright! Since Sheb is on vacation for the next couple weeks, it's now Aardvark's turn! I'll send him a PM.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 13, 2008, 03:17:32 pm**

Oh, a couple of quick notes:

First, the carp-catcher - a channel by the bridge, with a floodgate and cage trap in, and a lever by it... incomplete, but possibly worthy of completion if we want to try fishing for pets.

Second, Bomrek (the new Mayor) has some rooms next to dresdor's, which I spent time prettying up in order to ensure that her requirements were met... but I forgot to check that the bedroom that didn't meet her standards was actually assigned to her. So whoever's next can make a new friend by assigning that room.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Aardvark** on **July 14, 2008, 03:27:17 pm**

I will be starting on it this tuesday. Looking forward to it.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 18, 2008, 07:27:34 am**

Pokes Aardvark

How's it coming?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Aardvark** on **July 18, 2008, 09:14:59 am**

Doing fine. I prefer doing the update in one post. I will be finnished by tomorrow so the update should come then.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Aardvark** on **July 19, 2008, 12:01:51 pm**

I am sorry guys, but the save game was corrupted when the power failed just when I was saving for the last time. Just let the next guy take over after me while I am cursing the western norwegian weather >:(. Damn lightning storm. Luckily my computer survived the

involunteer shutdown. Anyways there is a huge coalvein just east of the magnetite.

Aardvark.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Wolfius** on **July 19, 2008, 03:40:55 pm**

Ouch, yet lucky - I once lost a modem to a power failure, fortunatly still under replacment warrenty at the time, and now leave my computer cold at the slightest flickering of power or hint of thunder.

Do you have DF set to make seperate seasonal backups?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Aardvark** on **July 19, 2008, 05:05:50 pm**

Nope, going to do that the next time though. I've never had use for it before

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 20, 2008, 07:30:37 am**

Just looked over the map.
I almost cried when I saw what I'm going to take on.
However, I will stand strong!
The obsessive neatness of Maggarg, Eater of Chickens and quaffer of ale shall prevail!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 20, 2008, 10:44:21 am**

Well, I PMed Omega. A pity that Aardvark was tragically struck by lightning mere hours after assuming command of Kulettögum! We will have to construct a monument to him, or something. As a note to everyone else, stay out of the tower during thunderstorms.

In any case, I'm finally adding Zerox to the turn list.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 20, 2008, 10:45:49 am**

Just got the message: "previous leader turned to ash, come quickly". Ouch.

I'll get to it tomorrow afternoon since only my work computer is good enough to run DF properly, and luckily I don't have much work to do anyway. Are we using the new version or the old one? Any configurations to be aware of?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 20, 2008, 10:57:47 am**

Unless the new version breaks something catastrophically, it's probably easiest to use 39c, or whatever's the most recent. There shouldn't be any unusual configurations, since the fort was started with 38c vanilla.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 20, 2008, 11:29:09 am**

Quote from: Keldor on July 20, 2008, 10:57:47 am
Unless the new version breaks something catastrophically, it's probably easiest to use 39c, or whatever's the most recent. There shouldn't be any unusual configurations, since the fort was started with 38c vanilla.

It might have started out as vanilla but it looks a bit more like raspberry ripple now with all the carp blood on it...

Anyway. Damn lightning storm. I hope that you didn't lose anything more than the save, Aardvark.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Aardvark** on **July 20, 2008, 11:45:47 am**

No I was lucky, have been playing DF for awhile today.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Wolfius** on **July 21, 2008, 01:19:12 am**

Random thought

Next immigrant wave, could you name a dwarf Wulfgar Openthroat for me? "Axedwarf" and Paranoid Tree-Murderer (ie, Lumberjack). Or just rename some mook and fudge it.

He can arrive with tales of the last replacement administrator being struck down by an animated tree-mage's lightning spell in ambush(ie, it started to rain, Aardvark sought shelter under a tree, and was struck by lightning), of the harrowing battle that followed(dark, stormy, a bit of panic and alot of imagination), and the doubtlessly numerous other travelers struck down that night(there was alot of lightning = alot of other ambushes, or maybe the storm was cover). All of it the result is those scheming, tree-loving elves(a 'scout'[/random immigrant] thought he saw one through the woods earlier that day before the storm - obviously they were being sneakily followed)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 21, 2008, 05:37:00 am**

Hehe, I imagined him standing atop the tower, giving a grand speech about the glorious future of the fort... :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Qmarx** on **July 22, 2008, 12:14:35 am**

Very fun read. Posting so this shows up on the new replies list.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 22, 2008, 06:01:47 pm**

Started playing today. Going at an average, uhh... 25 FPS. So this is going to take a little while... ^^'

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 23, 2008, 03:53:08 pm**

(Due to the game running really slow, and getting a sudden load of work, I'll only play autumn and winter. That should also normalize the schedule. :))

Journal of Endok 'Omega' Nomaletost, Temporary Administrator and former Philosopher

1st Limestone, 1058

It's raining a lot today.

Our new administrator finally showed up. We managed to fish him from the overflowing river and brought him inside. Some of the peasants were in the middle of drying him up when, announced his intentions: he wanted to make a brilliant speech at the top of the salt tower to mark his arrival. The Duchess and I tried to dissuade him, urging him to wait until the skies cleared, but he was adamant in his determination.

The rain had barely stopped when he made his way to the higher level of the tower, raised his notes in one hand, cleared his throat, and was promptly struck by lightning.

2nd Limestone, 1058

We finally managed to convince some idle commonner called Stukos to go up the tower. He couldn't find anything up there except a small pile of wet ash.

At least we won't have to bury him.

3rd Limestone, 1058

I'm told there was a gathering and that it was decided that I would be appointed the new administrator, until a new one showed up. Funny, I spent most of the day over the new bridge, musing about life, death and fish, and can't remember being called to any sort of meeting.

Ah, well. Can't be all that hard. And it's not like I was doing anything good, anyway. To work!

4th Limestone, 1058

Ordered a microcline statue in honour of our former administrator to be built in the bottom level of the tower (simply because no one wanted to put it at the top). I'd have his name engraved on it, but I don't think he lived long enough to tell us.

Also, the tax collector told me that weird Duke Consort decided to change the prices on some items. I can't for the life of me find out what exactly he changed, though.

5th Limestone, 1058

Dresdor the Quartermaster tells me he just finished a trade agreement with Xakimong (been there, nice place, awful at choosing names). Apparently, they're very interested in Scepters. I wonder if we have many of those in stock.

Also, Bomrek (the mayor), just mandated a buckler. Funny, we DO have a buckler laying around, so why did he waste all the paperwork officially mandating it instead of just going there and grabbing the thing?

6th Limestone, 1058

The Merchant Prince has left the fortress.

Also, the Duchess Consort decided she likes copper warhammers too much to allow them to be sold. Huh.

9th Limestone, 1058

Some of the rooms in the living quarters level were still empty. That should be fixed before the end of the month.

What's this smell...?

12th Limestone, 1058

Three more price changes today. I added mine to the pile, it's not like the tax collector isn't happy to have something to do.

Also, I just found one of our Fish Cleaners lugging a rock coffer around with a broken spine and pierced lung. What a remarkable example of perseverance!

Speaking of fish cleaners, I found out what the smell was: apparently we have a huge pile of fish waiting to be prepared. Looks like that guy won't have any time to rest.

15th Limestone, 1058

The hammerer sure likes buying cheap meat... another price change.

21st Limestone, 1058

Duchess Consort ordered ballista parts. We already have those, too. I wonder what she wants to do with those. I mean, they aren't particularly good as room decoration either.

22nd Limestone, 1058

A caravan from Unib Ad showed up today. I haven't checked our stocks yet, and I don't think anyone left a note saying what we need. Mhm...

(second entry:)

Some arrows and a few pieces of goblin clothing. Plus a couple dozen crafts bins. Let's see what's in them. The Depot was also clogged with cages from the last caravan, so I've set another cage stockpile near the first one.

The tax collector also imposed a ban on bonobo leather stuff. Dresden has been warned about that.

(third entry:)

Amazingly, Dresden got to the depot before the merchants starting to sing "ninety nine kegs of beer".

(fourth entry:)

Ambush to the south! A handful of melee goblins plus a few bowgoblin, so I brought everybody in. Kazindir was practically begging for action, so I sent him and his squad out while Bomrek defended the entrance.

Cog Shorastcuggán (champion hammerdwarf) got there first and wiped most of them out before retreating to tend a gash on his leg. Kazindir, understandably, was disappointed when he arrived and found only a half-dead wrestler.

What a busy day!

(fifth entry:)

Dresden is back to normal: eating instead of trading. Good news is: now we have a lot more narrow clothing to sell!

(sixth entry:)

The rest of the ambushers decided to show up. At our west entrance. Right in front of Kazindir and his squad. I've put the haulers on alert.

(seventh entry:)

No more goblins, a lot more useless junk to bring to the depot. Kazindir just went to sleep.

Note to self: never annoy Kazindir and his folks.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 24, 2008, 12:20:54 am**

...Shouldn't the gods have waited until AFTER Aardvark said something blasphemous before smiting him? Maybe it was preemptive...
;D ;D ;D

(OOC) Now you have to go to the wood furnace, have them make some ashes, and then put a special ashes stockpile on top of the tower... The ashes get hauled up, you forbid them and remove the stockpile, and presto! "Remains of Administrator" Oh, you'll probably have to set the stockpile to not allow any bins, or else they'll put the ashes in a bin.(/OOC)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 24, 2008, 02:56:51 am**

It's not to us to question the Gods' motives. Maybe they just didn't like Aardvark.

Anyway, great update! Nice to know that my dwarf is still fiddling with stuff.

<edit> Just checked the first page, and I like the summaries of how each dwarf got on. Can you stick me on the end of the list for round three? </edit>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 24, 2008, 03:44:24 am**

Added Jools in for round 3 ;-)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 26, 2008, 05:03:49 am**

Quote from: Jools on July 24, 2008, 02:56:51 am

It's not to us to question the Gods' motives. Maybe they just didn't like Aardvark.

Anyway, great update! Nice to know that my dwarf is still fiddling with stuff.

<edit> Just checked the first page, and I like the summaries of how each dwarf got on. Can you stick me on the end of the list for round three? </edit>

Perhaps he was wearing a hat that menaced with copper spikes.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 28, 2008, 04:28:45 am**

Doink.
Bumped.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 28, 2008, 05:24:28 am**

I hope Omega hasn't fallen in the river. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 28, 2008, 05:28:26 am**

That's very difficult to do now we have the shiny new bridge. Unless you're doing something suicidal like fishing.

Could just be the fort running crazily slow. It really isn't quick, and a lot of stuff happens - if you're writing up pretty much anything that catches your eye (like I do) then it can take ages to get through even a month.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 28, 2008, 06:24:46 am**

I LIVE!

Jools is right. Pausing to check what's going on, trying to find out what the hell got changed in the price table, where Dresdor is and why he isn't at the depot, and designating new beds (we had a slight gap in the living quarters), plus getting up to only 25FPS when unpaused makes for a bit of a slow ride (I could actually SEE goblins flying after being hit by the hammerdwarves).

Plus I got a rather time-intensive assignment last week. Got it finished friday, so today I'll get to work a bit earlier and finish the year so I can give you guys the save. Things shouldn't change too much, I'm too afraid of pulling any levers. :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 28, 2008, 08:08:06 am**

The one by the waterwheels (same z-level) is linked to the drawbridge across the river. There are a couple of levers by the arena, one for the door and one for the cages (not currently linked to any). The lever just north of the arena in a little room is for the main entrance drawbridge. The levers by the Foe Flusher floodgates (same level as the floodgates, one each side) are linked to the appropriate floodgates (or possibly not, I might have forgotten to do this, but at least they aren't linked to anything else. Upthread I think Kazindir has listed where the lever is to turn off the pumps for filling the Foe Flusher.

Is it worth upgrading to 39e and putting some notes in, so that nobody gets lost? Or should we just encourage the chaos, and end up with e.g. random levers that flood the siege workshops for no apparent reason?

Oh, and I vote we find a way to just cage dresdor when he's not trading, and then seal him in the depot with the Elves/Dwarves/Humans when he's needed there...

Anyway, good to see that you're not missing in action, Omega.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 28, 2008, 08:24:03 am**

Cool - I'm now imagining any goblin fights to be a bit like the final battle of 13th Warrior now, all slow motion and people going "ROOOWAARRRRRR" (again, in slow motion) and flying across the place. :D

The lever 1 z-level under the trade depot (right dead central under it) was connected to both floodgates for the foe flusher. I've no idea what happens if you connect multiple levers to the same thing though, so Jool's meddling (:p) may have turned it into a Lever of Doom(TM), the pulling of which will end the world. Or it do nothing. Or the same as it originally did, I dunno! The lever just to the north of that one, outside the little room under the trade depot but on the same z level is the one that opens/closes the floodgate at the top of the pump tower.

Do we still have zillions of elephants, dogs and cats? Caging/slaughtering them might help if we do.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 28, 2008, 08:26:29 am**

Oh and the lever in the little muddy cave on the first z level underground is linked to the floodgate that sits in the channel between the pond and the river. It's not much use really, only for if you (for some reason) want to drain the top level of the little bit outside the walls put things there. (EG carp traps?)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 28, 2008, 08:37:37 am**

A dare for anyone who cares to try it (I have no idea what will happen): Pull one of my levers for the floodgates. Then pull Kazindir's double-floodgate-reset lever. I have a depressing feeling that it will just open the other floodgate, and then close them both, but I can hope that it toggles them and merely changes which direction the Elves in the system are "accidentally" getting swept away.

I started work on a dedicated carp trap over by the bridge - as I remember it needed a floodgate and some lever linking to work, plus maybe one more tile channelled away.

Allegedly you need to have an animal training area very close to where the carp was caught, so it can be removed, trained, and replaced before it drowns. There's some thread over in Dwarf Mode that explains it (LoOk OuT fOr ThE oNe WiTh ReAlLy AnNoYiNg CaPiTaLiSaTiOn) - and then I can have a pet carp to go with my hydra and dragon. N.B. if we do get any more megabeasts please please trap them - I'd love a dragon breeding programme...

Oh yeah and if you see any glass terraria/aquaria then buy them as we don't have any sand to make our own.

<edit> Forgot to mention that the non-pet animals are already caged (by species) so they can breed and ideally get eaten without demanding processing power for pathing routines. </edit>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 28, 2008, 06:29:03 pm**

Just finished my turn! I'll upload it as soon as I get back home!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 28, 2008, 08:19:57 pm**

Journal of Endok 'Omega' Nomaletost, Temporary Administrator and official Fortress Think Tank

2nd Sandstone, 1058

I just found out we have far too many animals, especially horses. Sent two dozens of them to the butchers, I hope that will help unclog the passages underground. The refuse piles are almost overflowing with manure!

5th Sandstone, 1058

We also have lots of levers. I've found a note from one of the previous administrators explaining what each lever does, but it was so confusing that I I'm going to talk to Keldor, who used to be one the leader until he got tired of it and decided growing food was more interesting.

8th Sandstone, 1058

I think I got Keldor confused. Will talk to Kazindir as soon as he wakes up.

9th Sandstone, 1058

Where the hell is Dresdor?!

10th Sandstone, 1058

The Duke Consort wants more floodgates. Actually, he's been looking pretty mopey lately. I've told the masons to engrave his bedroom and dining room, and to build two more weapon and armour racks for him. That should cheer him up.

11th Sandstone, 1058

Yikes! The Duchess Consort is even worse! All engravers have been sent to work there before she starts throwing things at people. We don't want anyone being hit by fast-flying rock salt furniture, after all.

15th Sandstone, 1058

Dresdor finally showed up at the depot!

16th Sandstone, 1058

Dresdor reports he pretty much gave all that goblin clothing away, getting a lot of meat and some cheese in return. I really can't blame him for the deficit, we get goblins in a regular basis, so we have a near-constant supply of free narrow clothing walking towards our traps and champions. As a nice side-effect, the traders left really happy even though all they got was a bunch of stuff they can't wear either.

17th Sandstone, 1058

I was going to ask Dresdor about what we should ask for the next caravan, but he went to sleep a minute before I could catch him. Figures.

The goblin bodies on the refuse piles are rotting nicely. I wonder if the marksdwarves need any more bone bolts.

18th Sandstone, 1058

Yup, they do need as many bone bolts as they can get. Bone carvers, to work!

(second entry:)

Finally talked to Kazindir today. He has no idea of what lever does what, only that the levers besides the floodgates by the entrance activate the "Foe Flusher". The name sounds funny, but I'm steering well clear from any water-based shenanigans.

(third entry:)

Question: why are there lines of traps by the entrance of Duke Consort Jools' room?! I almost got hit by a huge iron hammer when I entered to supervise the engravers!

(fourth entry:)

Just told the miners to dig a new area for shops besides the old ones. I've been reading a lot about a thing called "capitalism". Sounds like a great idea!

19th Sandstone, 1058

We have struck Plume Agate!

Why am I writing this here...?

24th Sandstone, 1058

I was walking near the bridge today when one of our War Dogs found a goblin snatcher. A couple seconds of furious combat later the goblin was dead and the dog walked away unharmed. I have named him Rulasmlusspu, or "Musclerazor", and taken it for myself.

Now I just need to figure out how to make it follow me around.

25th Sandstone, 1058

Kogan Sazirbakust, a carpenter, just entered a fey mood!

28th Sandstone, 1058

Good news! Our nobles are happy with their accomodations! Hopefully that will mean less weird requests.

(second entry:)

The miners report they've found Lignite at the corner of the new shopping area. I've taken care to designate the new shops in such a way there's plenty of space for the miners to reach the vein in case we need it in the future.

5th Timber, 1058

There was a huge commotion outside. Apparently, someone found a kobold thief skulking around. No harm done, he was just shoed away before the military guys took notice.

6th Timber, 1058

The fey carpenter just finished his creation! Olin Zarut, "The tongs of Insanities", an artifact tower-cap barrel adorned with silk, pig tail and cave lobster shell. At last, something useful out of a fey mood!

9th Timber, 1058

Jools now wants billon items. Luckily, we seem to have some in stock.

(second entry:)

Despite never being on time, Dresdor turned out to be good with money. Of the ten shops we have so far, he owns 7 of them!

13th Timber, 1058

Scratch that, Dresdor owns eleven out of fourteen shops in the fortress. I've talked to him about "capitalism" and as I expected he fully supports the idea.

6th Moonstone, 1058

Nothing's been happening lately except lots of butchering. Spent the past few weeks at the bridge, watching carps mauling alligators.

11th Moonstone, 1058

A kobold thief was caught by our two axe lords and got sliced to bits. We needed five haulers to bring the remains to the refuse pile.

12th Moonstone, 1058

I just took a close look at the noble quarters, and the engravers did a really good job in it. I've also talked to the duchess and the consorts, and they seem to be pretty happy about it. Finally, all is well in Kulettögum!

22nd Moonstone, 1058

A fisherdwarf has been attacked by carp! Not sure of the outcome yet, but I've sent the marksdwarves to see if they can help.

(second entry:)

No use, Ast Cogllîlar is dead and once again the river is red with dwarven blood. I'll keep the marksdwarves stationed at the new bridge for the time being.

25th Moonstone, 1058

I'm told we don't have any empty barrels for booze and we can't make more because there's no wood. Told the woodcutters to have some fun between the inner and outer walls. Plenty of trees there.

(second entry:)

Looking again, those trees look dead. The accidental floods really did some harm to the surroundings. I hope all that mud will dry up one day.

4rd Opal, 1058

I just found out some of my fellow dwarves still don't have their own bedrooms. I've told the miners to carve a few new rooms in the living quarters level. I think we have enough spare beds for it...

13th Opal, 1058

Hahah! Zalîsvúsh the killer carp has been struck down by our marksdwarves! Our fishermen are avenged!

15th Opal, 1058

Rith Kibgikut (a peasant, thankfully) was eaten by an alligator (what he was doing outside is beyond me. I've told everybody to stay within the fortress walls!). Kazindir and his squad have been sent to investigate the area.

(second entry:)

And the alligator (briefly named Asiztathat) was promptly hacked to bits by Kazindir himself.

17th Opal, 1058

I'm watching the long procession of dwarves coming and going, retrieving Rith's body and belongings. All those people in a line, each carrying a single article of clothing of the deceased...

It looks a bit ridiculous, really.

1st Obsidian, 1058

The last month of my administration begins!

(second entry:)

Aaaand it seems I forgot to tell the dwarves to furnish the new bedrooms. My bad!

(third entry:)

One of the new guards (assigned them last month) bled to death today. We assume it was a sparring accident involving axes that were a little bit too sharp, so no one has been accused of murder. Bad beginning for my last month...

2nd Obsidian, 1058

And that injured fish cleaner is still walking around!

4th Obsidian, 1058

The food stockpiles are getting a bit too full. I've ordered the cooks to do something about it.

5th Obsidian, 1058

I think I've done a pretty good job so far, so I think it would be fair to ask for a new room. The duchess likes the idea, so the miners started digging a small room (for a noble, that is) right besides the Duke Consort's room.

6th Obsidian, 1058

I hope it'll all be finished before the end of the month...

(second entry:)

Stonecrafter kicked everybody out of a crafts workshop. Let's see what comes out of it.

9th Obsidian, 1058

I am proud to report the new bedrooms are finished. We are two doors short, though, so I have ordered a few more built.

16th Obsidian, 1058

The mason has come up with "Lashtakes the Taut Mastery", a very nice diorite flute decorated with Aluminum, Fire Opals, Plume Agate and a few other pricy things. I bet it will fetch a very nice price if it ever goes on sale.

18th Obsidian, 1058

My room is ready! A rubber tree bed (very comfortable), a table, a throne, plus a weapon rack, an armour rack, a coffer, a cabinet and two statues, plus engravings of hydras on the walls. I am very satisfied with the engravers' work!

20th Obsidian, 1058

Uvash Ustuththiz just became a hammerlord! It's good to know we have such competent people in our fortress guard (accidental throat-rippings and lethal haemorrhagies notwithstanding)!

24th Obsidian, 1058

The work orders are piling up. Where's Dresdor to authorize them?

28th Obsidian, 1058

The new leader arrives tomorrow, so my administration comes to an end. Admittedly, I didn't build much, but at least I gave people new bedrooms and made the nobles happy. I hope the next administrator will enjoy the way I've kept things.

If anyone needs me, I'll be at the bridge.

(OOC: only two seasons, but it was fun. :D

Here's the save: <http://dffd.wimbli.com/file.php?id=361>

Also, whoever comes up next, be sure to check the top of the tower! :P

Add me to the list again!)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 29, 2008, 03:50:25 am**

Cool! Good to see I finally got a room sorted, I have to admit neglecting my own needs when running the fort, in favour of building bridges and towers and so on.

Those maul traps in my room were built for two reasons - firstly, to stop uppity Legendary Planters from storming in to my room and demanding stuff (;-P) and secondly to try and discourage miners from rushing in and informing me of every single new rock type they encountered while digging out the bottom level. They're timed so that you ought to be able to dodge them if you're not rushing in to my chambers without permission...

There's tons of untainted forest on the far side of the bridge if anyone fancies pissing off the elves, though it's a bit dangerous with all the alligators etc. It might be a good plan to wall off a decent chunk of it, while one of the squads guards the workers.

Anyway, great work? Any chance of a map?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 29, 2008, 04:07:03 am**

ou know you jinxed it by saying all was well though, as soon as you did that the river ran red with blood again! :)

If Sheb is still holidaying I'll have a look at the fortress tonight. What version are we using now, the one we started with or the latest?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 29, 2008, 06:29:48 am**

Hey, my administration was so boring compared to some so far... there had to be SOME action! :P

I've played using 39C. Can't give you guys the map, mostly because I haven't quite figured out how to use DFMA and the converter tool yet.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 29, 2008, 08:24:25 am**

Don't worry, I'll grab the save this evening and stick a map up if Kazindir doesn't beat me to it. Just so we can see the shiny new stuff, and stick in some nice points of interest (like the charred remains of Aardvark, on top of the tower...)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 29, 2008, 07:25:11 pm**

Phew, yeah it's not the speediest of fortresses anymore is it. ;D
Spent the evening playing and got halfway through summer, ahem.

Journal of Kazindir Tölunkeskal Emal Savot, Captain of the Guard, Kulettögum

1st Granite, 1059
Our official Philosopher, or think tank as he likes to call himself, has decided to step down as overseer and stand on the bridge pondering the inner meanings of the uncontrollably growing numbers of plump helmets. A worthy problem if ever there was one.
In any case I've had a look around to see if anything particularly urgent needs doing but it seems we're relatively crisis free for a change. The King wants more roads and we're out of fuel for the forges completely but I guess those can both be solved at the same time.

3rd Granite
Walked past the animal cages today and they're stuffed full, the cages groaning under the pressure. That can't be safe and I'm hungry, so I've ordered a nnumber of the strays to be slaughtered and turned into good dwarven pies.

5th Granite
Following conversations with the other previous overseers there seems to be a rather confused lever problem going on by the surface. To check the Foe Flusher, I pulled the master lever under the trade depot - it seems it still works wonderfully!

<second entry>
Hm, maybe I wrote to soon. That lever opens the gates sure enough but pulling it again seems to do nothing. I wonder if those spare elvers need to be pulled now? Meanwhile the entrance hallways is completely flooded and will be until this can be sorted out.

6th Granite
Ok the levers by the floodgates themselves didn't seem to help. Standing a peasant next to the master lever and tellign him to wiggle it for a day or s seemed to work though!
The length of time the Flusher was running caused the moat to overflow a little but it's nothing major - soggy ground has got soggy around the edges again.

I've no idea whats wrong with the mechanisms. Still, as long as they open promptly thats the important bit, closing them can be done at leisure.
The fortifications near the floodgates themselves still get soaked so I've ordered their replacement with walls.

10th Granite
Goden Ekircatten, one of the Axe Lords, is chasing a cat around the outer part of the fortress.

13th Granite
An elven diplomat has been sighted. No merchants, just a lone elf. Wonder what he wants.

<second entry>
Just realised we've been on duty for longer than I can remember, so I've stood down all the squads. Time for a drink!

16th Granite
The elf is navigating the knee height water at the entrance now, beneath the foe flusher. Well, knee height for him. He's taking his own sweet time about it though.

17th Granite
the elven caravan has been spotted as well now, meanwhile the elf is wandering around the central hall near the dining room. Is she hungry?

18th Granite
The elf has found the duchess and her herd of donkeys. They have much to discuss. It seems the elves are partial to the trees around the salt mines in particular and are loathe to spare even a single branch to our senseless slaughter.

Apparently the elves think they know what senseless slaughter is. The Duchess told them to sod off and pointed out that most of the trees within the walls were dead anyway due to certain aquatic phenomena particular to the region, (specifically the region directly under the Foe Flusher, I guess). The elf diplomat...left. What a wimp.

<second entry>
Meanwhile the elf merchants have arrived and Dresdor is sleeping. The Duchess has prohibited the export of querns, perhaps fearing her quern is to be sold and the Duchess Consort Astesh has mandated the production of warhammers, now theres a dwarf I'm going to like. I headed off to the forges to put in that warhammer order and noticed the enormous amount of tallow we have. Those cooks had better get busy!

22nd Granite
Dresdor is having a drink.

A tigerman was spotted to the north

The Duke Consort Jools has altered the price of goods. Which ones we don't know.

26th Granite
A novice cook is busy making several barrels of decidedly dodgy looking meat into "lavish" meals. I think we'll give those to the elves next year.

Meanwhile Dresdor is attending a meeting with the Mayor.

29th Granite
Sakzul Alathdaka has become a legendary champion! Drinks are on him!
Meanwhile the elves are still waiting and Dresdor has become bogged down in paperwork for finishing off the rear wall of the Foe Flusher.

4th Slate
Dresdor has announced he's on his way to the trade depot!

The Duchess herself has decided to lend a hand tearing down a wall section to replace with fortifications. Thats the sort of hands on noble we here like to see, obviously been taking hints from the Dungeon Master.

5th Slate
Dresdor reports he's bought a load of booze, a jaguar and a chimpanzee from the elves. Oddly, he also says one of their counter offers includes a horse leather coat, that sounds rather unelflike...

17th Slate
The elves loudly announced they'd be leaving soon. I don't know why they haven't left already, we've done our trading.

18th Slate
A metalsmith, Ilral Eralalmish has starved to death whilst in jail. Seems no one could be bothered to bring her any food even though we have vast stockpiles of food.

3rd Felsite
All the masons seem to be skiving off somewhere, nothing is being built.

7th Felsite
A fresh wave of migrants has arrived. Omega has fiddled with the prices of things in the shops and I've gone off hunting alligators. I'm sure the migrants will work out whats what themselves.

9th Felsite
It was 10 migrants. No-one particularly noteworthy but they've all got stuck in which is good to see.

17th Felsite
The route for the road is plotted out now and cleared of stray alligators, but we're a bit far from the fortress over here.

20th Felsite
Alas we have become too suited to the warm underground, as the outdoor road building activities has left the outside areas of the fortress soaked in vomit.

15th Hematite
The human caravan has arrived along with a diplomat. He'd better not be here to talk about trees.

16th Hematite
Etur Cattenestun, one fo the speardwarves, was found dead in the tomb today. Looked like he'd starved to death. What was he doing down there in the first place?

18th Hematite
Bomrek's long reign as Mayor is over. He was a popular dwarf but no match for Endok Monangbesmar, who for some reason decided he wanted a go at being Mayor. He must have got bored engraving.

20th Hematite
Dresdor is finished trading. He bought the entire caravan except for some toys and items of clothing too big for dwarves (why do the humans bring that stuff anyway?) in exchange for some trinkets and a fine array of quarry leaf, plump helmet and meat roasts. Dresdor was especially pleased about buying some seahorse and spotted wobbegong meat. I have no idea what a spotted wobbegong is and I suspect he doesn't either, should prove interesting once cooked anyway.

22nd Hematite
Put in several large orders for rock salt blocks today as we're almost out and the road will need many more yet. Also started construction on a small outpost/guardtower/place-to-keep-the-rain-off-your-head near the edge of our lands where the road will pass and already a freshly trained mason has managed to brick himself into a small ledge. It won't take wagons but then caravans have guards and tents and things, it's small groups and lone travellers looking for refuge that this place is aimed for.

23th Hematite
The Duchess emerged from her meeting with the human diplomat rather confused. All he said was that there was much to discuss, that we'd carved out a pleasant place for ourselves and farewell. That was it. At least the elves managed to ask something, even if it was silly!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 30, 2008, 12:18:15 am**

Endok is now Mayor?? The halfwitted mason and elephant trainer? This could be fun :D I wonder if he'll want to try his hand at training something more exotic now, like carp or something...?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 30, 2008, 04:12:26 am**

Endok is Mayor? Cool!

No offence to other previous Mayors, obviously, but you'd have to be crazy to run a fortress like this, and Endok's elephant-related antics prove him to be well qualified for the job.

Though I am slightly disappointed to note your trading with the elves instead of just seizing everything they brought. I shall note your name down in the Book of Suspected Hippies...

<edit> Map after Omega2's turn (<http://mkv25.net/dfma/map-3172-abbeyverse>)

Feel free to stick in Points of Interest, and please note the pile of ashes on top of the tower that is all that remains of Aardvark...

</edit>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 30, 2008, 06:40:39 am**

Take your time with your turns, I'm not in any hurry.
Rather the opposite, I'm on holiday for 2 weeks on Monday.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 31, 2008, 07:07:03 am**

Enjoy your holidays. :)

I need some ideas for what to do once the road is done! I can give no promises I'll pay any attention but options are always good. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **July 31, 2008, 07:42:02 am**

I do believe we still have plenty of sharp-toothed fish in the river, why not try to cage a few of them and put them in the Foe Flusher?
That should keep you busy for a while. :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 31, 2008, 08:12:48 am**

Or you could rebuild the Foe Flusher so it acts as our first line of defense, by the outer wall, before the cage traps... doesn't need to be a complete rebuild, just an additional outlet or two by the main gate. Maybe the rear gate too. It's a great defence and a bit of a shame that it's not in our first line, so most of the time megabeasts and goblins get swallowed up by cages or shredded by weapon traps.

Also if you want to get elemental about it, you could combine Death By Water with Death By Fire - tether our dragon near an entrance, in some little maze-area that means that crossbow goblins can't pick it off from a distance, and let it burn our foes to cinders.

Death by Earth might be a little tricky to arrange, though, and I've got no ideas on how we can arrange Death By Air...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Qmarx** on **July 31, 2008, 10:14:40 am**

Quote from: Jools on July 31, 2008, 08:12:48 am
Death by Earth might be a little tricky to arrange, though, and I've got no ideas on how we can arrange Death By Air...

Which one of those is covered by building a map-wide modular ceiling?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 31, 2008, 10:21:23 am**

Quote from: Kazindir on July 31, 2008, 07:07:03 am
Enjoy your holidays. :)

I need some ideas for what to do once the road is done! I can give no promises I'll pay any attention but options are always good. ;)

Make a proper chapel for the most popular god.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **July 31, 2008, 11:22:58 am**

Quote from: Qmarx on July 31, 2008, 10:14:40 am
Which one of those is covered by building a map-wide modular ceiling?

While that's an awesome idea, it would technically be stone, rather than earth (though that's not saying we shouldn't do it anyway). Annoyingly there's no way to move earth, so it would really need to be a subterranean dirt-based cave-in. Also annoyingly we don't have a decent hill anywhere positioned where we can drop it on elves goblins.

Death by Air might be dropping goblins- i.e. too much air around them, drop them from somewhere. Possibly use the tower - build something similar next to it, but outside the outer walls, a bridge or two between them at the top of the Z axis, a pit channelled underneath it going to the bottom of the Z axis, filled with menacing spikes...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 31, 2008, 05:43:27 pm**

Decided on adding to the battlements, to include the tower. :)

Journal of Kazindir Tölunkeskal Emal Savot, Captain of the Guard, Kulettögum
11th Malachite
Endok has carved an excellent engraving on one of the pillars above the tomb shafts. It's a real masterpiece rendition of a lungfish, the symbol of our original expedition. He then went and got drunk, reminiscing about capturing wildlife and chasing elephants.

12th Malachite
Endok has mandated that the current lines of traps at the outer entrances are to be dismantled and the cage traps scattered accross the wilderness where they will hopefully catch interesting animals for him to train. I've taken the opportunity to approve an expansion to the

keep to allow marksdrawves a greater field of fire over the arena and western gate.

13th Malachite

A section of the keep has collapsed into the moat! It the collapse badly wounded a donkey and swept Valter and a child into the moat itself.
A rescue operation has been mounted but both are currently unconcious in the carp in fested moat so it doesn't look good for them.

14th Malachite

Valter was rescued successfully but unfortunately Atis, the child, had drowned by the time the rescue stairs were carved.

18th Malachite

The human merchants have left and a gem cutter was seen up on the western walls waving his arms around and doing a funny dance before he ran off, grabbed some fire opals and brown zircons and hid in the jewelers workshop. Very strange.

28th Malachite

The gem cutter has reemerged brandishing a fine fire opal sceptre.
Kanzududesh, "Conventskins", a Fire opal sceptre. It is encrusted with fire opan and menaces with spikes of brown zircon.

2nd Galena

Construction on the road has been mysteriously halted. The masons won;t say why, they just say they were unable to complete it so gave up....
I've told them to go back and finish the bloody road.

7th Galena

Unib Tadzon has become a legenday champion!

9th Galena

Oh dear. The childcorpse in the moat has started to produces clouds of foul miasma - why didn't anyone fish it out and bury the poor thing when they rescues Valter?

<second entry>

The new fortification construction area is now covered in vomit and whisps of a terrible stench meander through the stone blocks.

19th Limestone

The dwarven caravan has arrived the the Duchess has had the Hammerer execute a mason for failing to make her somethig o0ut of green glass. I tried explaiing to the Duchess that we had no glass of any sort and no way of getting some but...

<second entry>

On checking the paperwork I saw that the Hammerer has two licensed executions to his name so far, the above mason and Keldor, sometime in 1058 last year. I was never told about that!

28th Limestone

Dresdor is still drinking. A lone woodcutter called Wulfgar arrived today - apparently he had arrived just before the short lived nutter whose ashed are now at teh top of the tower was struck by lightning and promptly left to tell the mountainhomes what happened. He's now busy making a barrel.

6th Sandstone

Dresdor has walked past the trade depot twice now, I think he is trying to build up suspense.

10th Sandstone

Trading has happened!

13th Sandstone

A dog waiting to be trained found a kobold theif today. With a couple of wardogs nearby, it was quickly eaten.

5th Timber

A gem cutter has somehow managed to be badly wounded by an alligate hatchling. *A hatchling!*

10th Timber

A butcher gave birth to a baby girl a the front gates today. Doesn't strike me as the best place to give birth but needs must I suppose. The gem cutter who lost a fight with a hatchling has also bled to death by the road construction works.

I'm playing with 39e, so have been reading all the engravings. Keldor, if it's any consolation for your brutal hammering death quite a few of the engravings celebrate your rise as leader in 1051 (I guess thr founding of the fortress).

I also noticed a potentially epic story of love and betrayal set against the background of a salt mine gone madde!

Kazindir had for the first few years a lover called Solon Atticace, one of the original melee squad dwarves. She died at some point, I had assumed during one of the rather messy goblin attacks the fortress has had. Harsh but thats what you get for living in carp infested salt mines.
However on checking some of the engravings on Kazindir's new tomb I saw this next to the door:

"Engraved on the wall is a superiorly designed image of Solon Atticace the dwarf and dwarves by Oddom Alathilum. Solon Atticace is surrounded by the dwarves. The artwork relates to the rise of the dwarf Solon Atticace as an enemy of The Ordered Board in the late winter of 1053."

Bearing in mind that The Ordered Board is the name of the group of dwarves who founded the fortress....what happened here! No wonder

Kazindir doesn't really care about anything any more. :o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 01, 2008, 01:19:59 am**

Hrmm... maybe Solon went into a fey mood, failed and went berserk? Can't think of why else she'd end up as an enemy...

By the way, look in the justice screen and see who the "injured party" was for Keldor. I'm SURE Jools had something to do with it...

Do we have an "incoming king" yet? I have the most wonderful idea for revenge...

Oh yeah, this would make a second time Valter has been "given" a bath in the moat e.e

See to it that Endok survives... I have the most wonderful plan for him...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 01, 2008, 04:10:20 am**

<looks innocent>

I suggest that this fortress is cursed! Those who lead it are destined to be tragically killed for pointless reasons. "Jools" Dodokkir, allegedly drowned in an "accident". Aardvark, struck by lightning. Valter, almost drowned. Keldor, hammered. Kazindir is regularly sent out in the front line to repel whatever attacks are made on this fortress, and one day he will surely take on more than he can handle. dresdor, well, everybody wants to kill him for lollygagging about when there's trading to be done. Omega's time will come... especially if he keeps hanging about near carp.

Have I missed anyone?

As you see, this place is CURSED!

As for the King, at the end of my turn we needed a few thousand coins more of road, and 5000 of tribute...

<on edit> Not guilty, yerronour. 'Twas the Duchess Consort who ordered the Hammering of Keldor. The demands of the incoming King are still the same, a couple of thousand more coins worth of road, and 5000 of tribute (though any would be a start). Some good clothing should handle most of the latter.

Oh, and I note with displeasure the failure to complete any of my three mandates. Goddammit we need floodgates, billion items and crossbows! </edit>

<another edit> Endok is fine, however. He's ecstatic and has only been annoyed by flies and miasma lately - oh and the loss of a friend, probably Keldor. His election as Mayor is odd though as "he never speaks out or attempts to direct activities"... </another edit>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 01, 2008, 07:52:30 am**

Quote from: Keldor on August 01, 2008, 01:19:59 am

By the way, look in the justice screen and see who the "injured party" was for Keldor. I'm SURE Jools had something to do with it...

Do we have an "incoming king" yet? I have the most wonderful idea for revenge...

I'll recheck when I get home from work but if I'm remembering correctly it was the duchess consort Asteth - Jools is the "spare" duke consort, although I've no idea what happened to the duke.

(/edit Oops, to slow. :))

I'm not sure if the King is going to arrive - when the roads are finally finished that should more than do for the required road value however offering doesn't seem to work. I offered 6kish worth of random decorated clothes (dwarf and narrow, I don't know why people insist on decorating goblin clothes) to the dwarf traders but the number required by the King didn't change. I've never had a King before so I'm not sure how it works, might only change the next time the caravan arrives? (EG when the caravan comes back and says "yes, the King was mightily amused by his pig tail socks decorated with an image of a lungfish in bonobo leather. He suggests however that encircling socks with bands of rock salt is not a very good idea.")

/edit Incidentally, check Dresdor's info, one of the things it says is about him being prone to procrastination - all is explained!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 01, 2008, 10:02:48 am**

As I recall, the FIRST duke went insane during my last rule because I didn't manage to get his quarters engraved fast enough. Poor guy starved himself to death in the statue garden.

I guess the duchess consort needed some excuse for revenge...

This is getting interesting indeed...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 01, 2008, 08:54:22 pm**

It is done! ;D

Quote

Journal of Kazindir Tölunkeskal Emal Savot, Captain of the Guard, Kulettögum

25th Timber
My tomb was completed today. It's good to have a proper resting place. I had a new tomb room dug below the existing tomb shafts and placed my tomb adjacent to that.

28th Timber
Mandates seem to be slipping past us without being fulfilled, although the nobility appear to be in a state of near permanent ecstasy regardless. The Duchess Consort Ashtesh still does not recognise that her warhammershave been constructed, even though I've personally verified that no less than 12 warhammers have been produced since she demanded them.

2nd Moonstone
Stinthad Taronmothkat, siege engineer, has been killed by the Hammerer for failing to make Asteth some tin items, even though we have no tin. Not sure why he picked a siege engineer, it's not like tin is much use for building siege engines out of.

9th Moonstone

I was having a look at some of the new engravings in the old barracks today and one of them is and engraving of a masterful engraving done by Endok last year. It's quite nice but someone strikes me wrong about carving an engraving of a masterpiece engraving which isn't also a masterpiece.

10th Moonstone

I've decided everyone needs to learn how to swim, to avoid any more drowning accidents. This means we need a safeish swimming pool and unfortunately everyone is rather busy build roads and fortifications. I'll pull Fath off masonry and put him back on mining duty again, he knows what he is doing so I hope he won't cause a cave in...

11th Moonstone

Killed an alligator out by the road construction today. I've bet Endok no one will pick it up and butcher it.

14th Moonstone

Endok had a fight with an elephant in the jungles today. The elephant ran off and he got away with a scratched arm. I've sent the new marksdwarves off to have a look around the area, see if they can hit a small target like an elephant...

18th Moonstone

Well, the recruits went for a run in the jungle, saw some elephants and chased them for a bit but forgot to actually shoot any. One of them is now very sulky, he doesn't like flies. Not a complete waste of time though, as Endok found a kobold thief near a cage trap and the leader of the new recruits managed to shoot it in the leg

Meanwhile a goblin child snatcher announced his presence by blundering into a cage trap to the north.

22nd Moonstone

An ambush! Curse them!

An ambush of 3 goblin wrestlers, a pikeman and a "guard", found by a hunting dog to the south. By Armok, what were they thinking.

<second entry>

Aha, thats their game. Another group sighted on the bridge to the north, setting off traps.

<third entry>

Endok's traps littering the jungle are really working well, a third group of goblins just found a cage trap between the bridge and the outpost. That group features crossbowgoblins, time to pull the civilians inside!

The marksdwarves are fully roused to deal with the north and we're off to deal with the south. he plan is to meet in the middle somewhere.

<Fourth entry>

The southern goblins are disposed of. The moat runs red with goblin blood, as quite a few body parts landed in it, attracting the carp.

Cog, one of the champions, has a goblin head now and keeps making bad jokes - *"looks like he lost his head in all the excitement!"*

<Fifth entry>

When we got near the bridge the marksdwarves looked like they'd definitely been busy from the northern fortifications and the great tower. Dead goblins litter the bridge and the bottom of the tower!

They weren't all gone though and neither had their will to fight either but it's pretty much just a mopping up exercise.

<Sixth entry>

The goblins are all dead on thje bridge now, I don;t think any escaped. We're going to check the road and outpost just to be sure.

<seventh entry>

No goblins, but we found an elephant lurking by the outpost. Killed it for a celebratory dinner back in the fortress! What an exciting day.

26th Moonstone

The haulers are hard at work cleaning up after the goblins and I've done an injury check. From what I can see we suffered only one casualty and that was a horse, someone's pet they left standing around on the bridge. Of the sighted goblins, we took three prisoner and the rest were killed.

Cog has mounted his "spare" head on the battlements at the bridge. I'm not sure how long it will take to decay but it should be a nice warning for any future goblins.

3rd Opal

Ongasodux, one of our veteran wardogs has died of old age.

5th Opal

Excellent, Ingiz took my comments on board and has just completed a masterpiece engraving in the dining room!

Engraved on the wall is a masterfully designed image of Endok Drilledpulleys the dwarf by Ingiz Dallithavuz. Endok is engraving. The artwork relates to the masterful engraving "The Petal of Reticence" created by the dwarf Endok for the Ordered Board at Abbeyverse in the late winter of 1058.

12th Opal

The goblins are active this winter!

One of Endok's cages inside the outer wall caught a goblin with a sack today.

13th Opal

Work has been halted on part of the road to the west because there is a dead lungfish on it. How it got there and why it can;t just been chucked out of the way I don't know, but the masons refuse to work any more until it is moved, Some of the peasants think it is a bad omen, as a lungfish is our symbol.

Then again, some of them think it is a good omen.

20th Opal

For the love of Armok!

Astesh has just had one of our best marksdwarves executed for failing to make her warhammers. We've had dozens of bloody warhammers made and why kill a marksdwarf?!

27th Opal

One of the fortress guard has starved to death in the tomb shafts. He looked otherwise uninjured so I'm not sure what happened - it's not like he couldn't have walked up and eaten some of our vast stockpiles of roasts. If I rememeber correctly this isn't the first time someone has died mysteriously in the tomb shafts either...

I've made those shafts a restricted area. If you are not actually going to bury someone then you have no business being down there anyway.

1st Obsidan

A guard was found dead this morning, suffocated...

2nd Obsidian

Now one of the toughest Royal Guards, who had been laying up for a few weeks with a leg wound, is throwing a tantrum.

<second entry>

Hm, apparently it's not much of a tantrum, someone just gave her a plump helmet and survived unscathed.

6th Obsidian

One of the farmers wants to try growing strawberries under the north catapult. He says it should be nice and sheltered but still sunny enough to make them grow, and the do make good wine.

14th Obsidian

Endok was quite morose today as he realised that most of the people he had known here had died here. He's decided to have a personal tomb built in the new area, so when the time comes he can at least rest comfortably amongst his friends.

16th Obsidian

A fisherdwarf got overconfident today at the river bank and has paid the price. The river runs red with blood as the carp and milkfish reach a feeding frenzy.

((I counted that he had been turned into 1 corpse, 1 a right calf and 31 dwarf chunks. Yes, 31, thats not a typo! :o))

17th Obsidan

This has been a dark winter. Sakzul Alathdakas, a champion Royal Guard finally succumbed to his wounds and bled to death today. He had been wounded in a sparring accident over a year ago and has been bed ridden since.

21st Obsidian

Otsmautok the wardog died of old age today.

In lighter news the miners found some clusters of fire opals and moss agates down in the depths.

28th Obsidian

My term as overseer is almost up again. Progress on the swimming pool is going well but it will not be finished for some time yet, so will fall to another to either finish or

abandon as they see fit. Endok's tomb is mined out and undergoing smoothing but again still needs finishing. His electrum coffin might even be forged one day if the metalsmiths stop lollygagging about.

I almost killed Astesh after she managed to get 3 good dwarves executed due to her being stroppy - we have loads of warhammers now but none of the were good enough for her. However she woke up and wandered off and then started being followed around by her daughter all the time, curses! :P

I removed most of the traps at the outer wall to make things more interesting. There are still a few cage traps there and the traps at the Foe Flusher are untouched at the moment, though I was thinking of removing them all and just having a coupe of stonefall traps scattered around instead. I have to sat the large goblin ambush I got in winter was great fun, it;s a lot more entertaining when yuo have to get your dwarves out to bash goblins, rather than miss the fight and only notice because you notice mounds of goblin bodies stacking up in your refuse pile.

Besides, uless the Hammerer keeps going the military and defenses we have without the traps seem more than adequate by themselves. :D

Anyway:

Save (<http://dffd.wimbli.com/file.php?id=369>)
Map (<http://mkv25.net/dfma/map-3202-abbeyverse>) - Now will loads of points of interest!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 02, 2008, 02:43:23 am**

Alright! I'll see if I can get started on it tomorrow morning.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 02, 2008, 05:22:02 am**

Nice! I like what you've done with the place. The overwatch span is a good idea, and the roads are looking good.

And I love the modification to Asteth's room. Can we find some way to have her bed only held up by a support, and then collapse it into her tomb when she's asleep? That or dump the Hammerer's hammer. Casualties to goblins I don't mind, but casualties to stroppy consorts demanding ever more war hammers is just going too far.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 02, 2008, 06:07:21 am**

D:
Why does it get moving when I'm about to go on holiday?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 02, 2008, 07:55:41 am**

Undated Letter to Endok Monangbesmar:
Quote

KEBOCKÛBUK,
By the Grace of Armok, of Unib Ad, The Rag of Suns and of Her other Realms and Territories Queen

To His Excellency,
MONANGBESMAR,
By the Grace of the Queen, Mayor of Kulettögum

Your Excellency,

Having received the word from Your Excellency concerning the death of Our Much Esteemed Count Sigunèrith, of Kulettögum, We have decided that We, desirous of Peace and Prosperity in Our Realm, shall come forth Ourself to make a new palace in that Realm, the Metropolis of Kulettögum, in order that events of Independence and Treachery be forestalled.

In addition, having received word from one Esteemed and Trusted Mayor Rakasavuz, Royal Clerk of Unib Ad, concerning the possible Deceit and Informality of the Consort of Our Cousin, Duchess Ngaláklolor, We have decided to advance the date of Our Glorious Arrival to the Metropolis of Kulettögum to a sooner date, of which Your Excellency will understand the importance of not disclosing.

In furtherance of this, We do decree that such preparations shall be made for Our imminent Glorious Arrival as the construction of suitable quarters to house Our Majesty's servants, entourage, Consort and Ourself.

It is assumed that the customary Gift to be presented upon Our Glorious Arrival be prepared.

We look forward to seeing Your Excellency, and shall be pleased to see what offerings the dwarves of Kulettögum will offer.

Kebockûbuk R.

As a result,



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 02, 2008, 08:20:42 am**

Quote from: Jools on August 02, 2008, 05:22:02 am

And I love the modification to Asteth's room. Can we find some way to have her bed only held up by a support, and then collapse it into her tomb when she's asleep? That or dump the Hammerer's hammer. Casualties to goblins I don't mind, but casualties to stroppy consorts demanding ever more war hammers is just going too far.

You just need to remove the floors agan and channel out that last bit of floor when she is in bed. Then pull the lever in her dining room.

Endok - doh! But at least we know he is mad and he does actually work as well. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 02, 2008, 08:53:12 am**

Excuse me whilst I bludgeon my brother for that.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 02, 2008, 10:01:51 am**

Channelling floor while someone's asleep? Unless we render her unconscious somehow, that's got to wake her up.

And goddammit, I thought Endok would be a brilliant Mayor, but now he wants adamantine crap? Damn! Hopefully he's too happy for other reasons to start ordering hammerings...

Also - the Consort is suspected of deceit and treachery? Damn, they're on to me. I hope I can do a load of damage before I get executed...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 02, 2008, 12:11:51 pm**

Apparently they have the Countess listed as unmarried. I wonder why she's still playing along, though. Surely she's noticed that Jools isn't actually her husband? Unless she's betrothed to someone she can't stand, like her letcherous uncle, twice removed...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 02, 2008, 12:38:42 pm**

You could channel and replace with grates and link those to the lever as well. Ostensibly to allow the Consort to view the magnificent tomb and set her mind at ease. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 02, 2008, 12:48:45 pm**

Last time I checked I was claiming to be married to *somebody*... yep, I'm married to the Duchess. Allegedly. Not that we ever meet or get up to any of that messy business, this is an aristocratic marriage arranged in advance and we live completely separate lives.

Hers apparently requires NINE pet donkeys to keep her company. I think I'll make do with just trying to make dresdor's life a misery, that's enough entertainment for me.

Also I have discovered that Asteth is friends with the Hammerer. I think that explains a lot...

Nice plan, Kazindir...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 03, 2008, 11:05:09 am**

To get me prepared, I found the save for my old community fortress and started playing. I actually did fairly well this time, my first fort that can be regarded as a moderate success. I've played for 4 years and have a population of 68 with 12 dead. I'm actually quite pleased, for not a single great disaster has befallen me.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 03, 2008, 11:32:47 am**

Whew... Maggarg, don't worry about your turn coming too soon - I just played all morning and got through... the month of Granite. Still, a LOT of things happened as you will see!

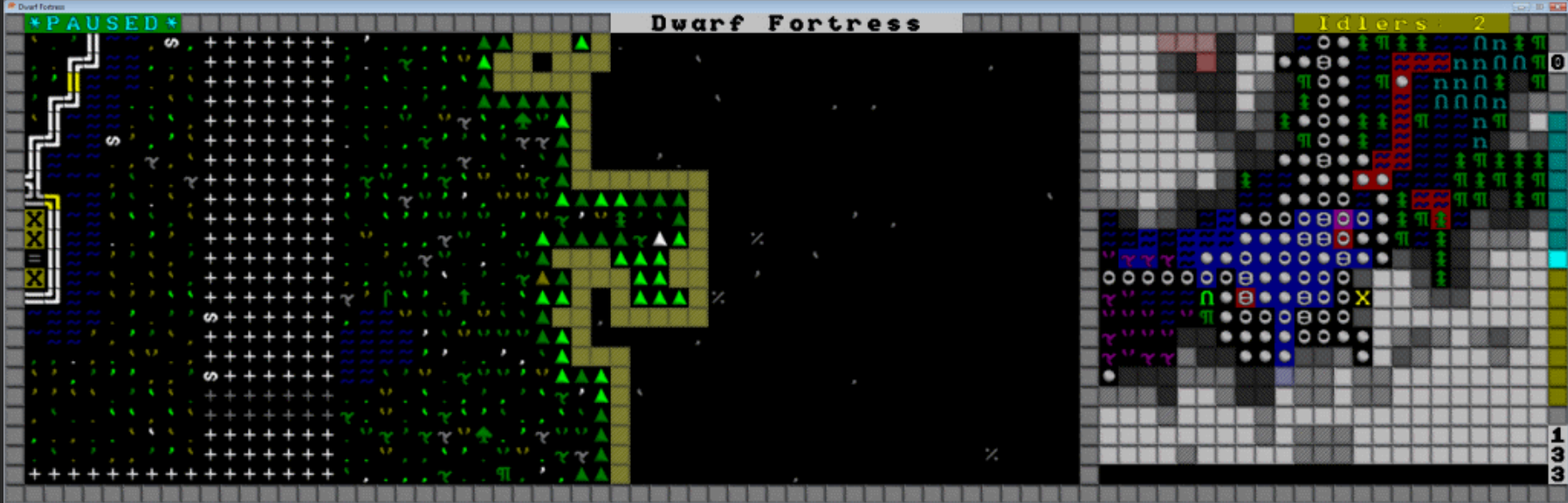
Excerpts from the journal of Endok Monangbesmar, concerning the 9th year of Abbeyverse

1st Granite, 1060:

Dresdor keeps pestering me about some meeting or other. I wish he'd go away. I'm trying to sleep.



Apparently there are some boulders sticking up from our road. That, and a strip of it somehow got built out of diorite. I told Dresdor to go fix it then and stop bothering me.



It seems that I'm the leader of the fortress. In fact, I have been all week. Why doesn't anyone tell me these things?

In addition, one of our recruits just died! What goes on in that training room??

Anyway, I've ordered a kennel built near the cages, since there doesn't seem to be one nearby, and I want to see about training that hydra.

3rd Granite, 1060:

We seem to have a nice amount of milk. I've ordered some cheese made. I like cheese.



I also took a glance at our stockpile records and noticed that we have no less than 2790 quarry bush leaves! Obviously, we need either more kitchens, or more cooks.

I'm taking some of our fresh recruits off military duty and having them become cooks. More use cooking than dead in the barracks I say!

4th Granite, 1060:

Champion Uvash Ustuththiz just went berserk for no apparent reason! The entire military has been called to the barracks, and I am going to have to suspend further training until our military reaches a more stable mental state, as the recent deaths of recruits seems to have rattled them.



Thankfully, the berserk champion was struck down without any trouble whatsoever. It seems that the underlings in our military are more skilled than they let on.

<http://www.mkv25.net/dfma/movie-715-beserkchampion> (<http://www.mkv25.net/dfma/movie-715-beserkchampion>)

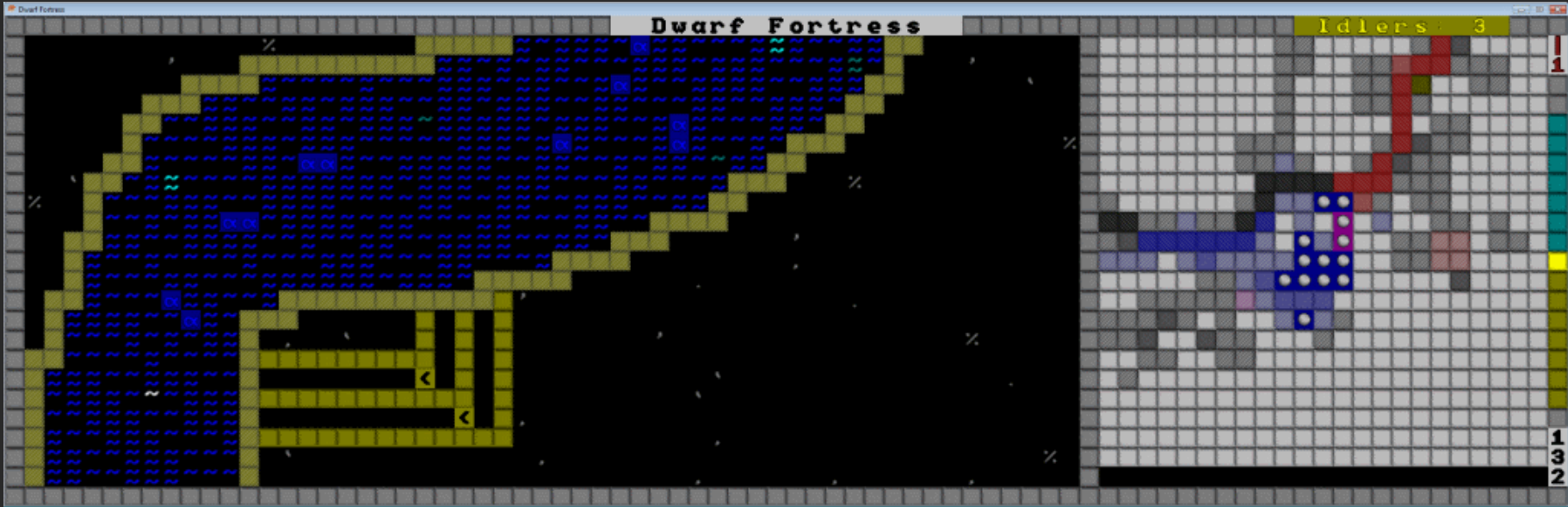
6th Granite, 1060:

Kazindir's pick your own strawberries seems to be a great success. It's only 6 days into the planting season, and already the entire plot has been seeded.



8th Granite, 1060:

I have started the initial construction for the carp taming project, for what dwarven swimming pool would be complete without some wonderful koi, as the elves say, happily swimming about socializing with the dwarves?



9th Granite, 1060:

The elven diplomat has arrived! Perhaps she will have some pointers about how best to tame carp?

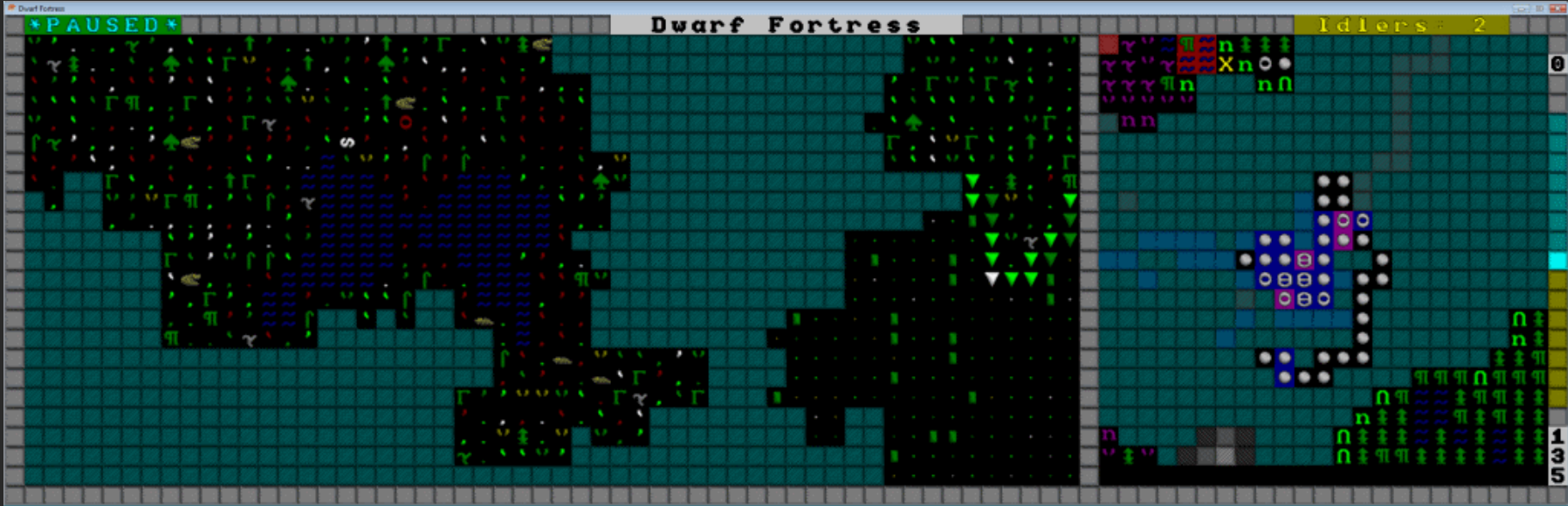
10th Granite, 1060:

At last, my favorite time of year has arrived! The elven caravan has been sighted! While many of my kin seem to dislike elves, I am always thrilled to see what marvelous and exotic animals they will bring with them. Perhaps they will have a giant tiger, or some more of those gibbons of every color imaginable? I just hope Dresdor can make a good trade with them.

14th Granite, 1060:

Trying to get Dresdor to trade with the elves is like trying to set fire to water! He insists that he must first finish his meeting with me! I've told him over and over that his meeting is OVER, however, he still persists. If he keeps this up, we won't be able to trade with the elves! Instead of letting that happen, I have promoted our deputy trader to broker for the time being. While Dresdor is quite right that the elves, alas, have not brought any exotic animals this year, we must nevertheless trade with them, so that we strike up a good relationship, that they might bring their prized animals with them next year.

Later this day, I espied a regular hatchery for alligators! I will think about how best to gain access to the location, so that we may tame them.



A vile force of darkness has arrived! A dozen goblins astride beak dogs, lead by a elite crossbowgoblin! Thankfully the elves are safely inside the walls. It is time to muster the military!



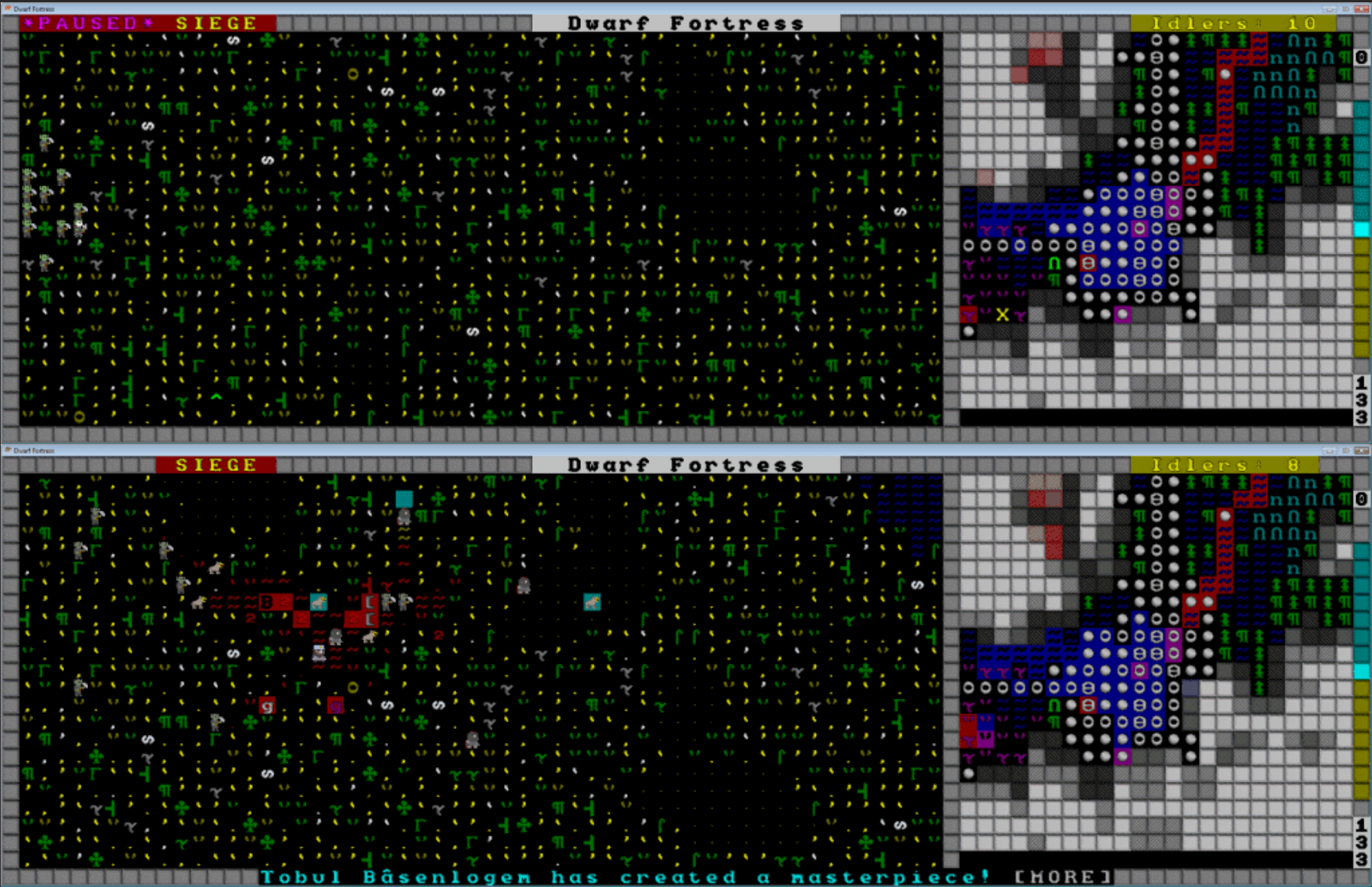
An addition second and third force of goblins were also sighted. An elite axegoblin leads a squad of archers, and a elite speargoblin leads a group of lashers and wrestlers. This could get nasty!

15th Granite, 1060:

A group of hammergoblins has also been sighted. All told, the goblins number nearly 50, each riding a beak dog! As a sidenote, it would appear that our legendary miners have no concept of inside or outside, refusing to come back within the walls until they were drafted and stationed indoors.

16th Granite, 1060:

The melee dwarves have been mustered and await further orders, although the marksdwarves are nowhere to be seen. Nevertheless, I am ordering them into combat against the squad of hammergoblins, since they do not have supporting fire to worry about, and hence should be easy pickings. Still, the goblins of that squad outnumber us by 2 to 1, 4 to 1 if you count the beak dogs, so this will nonetheless be bloody.



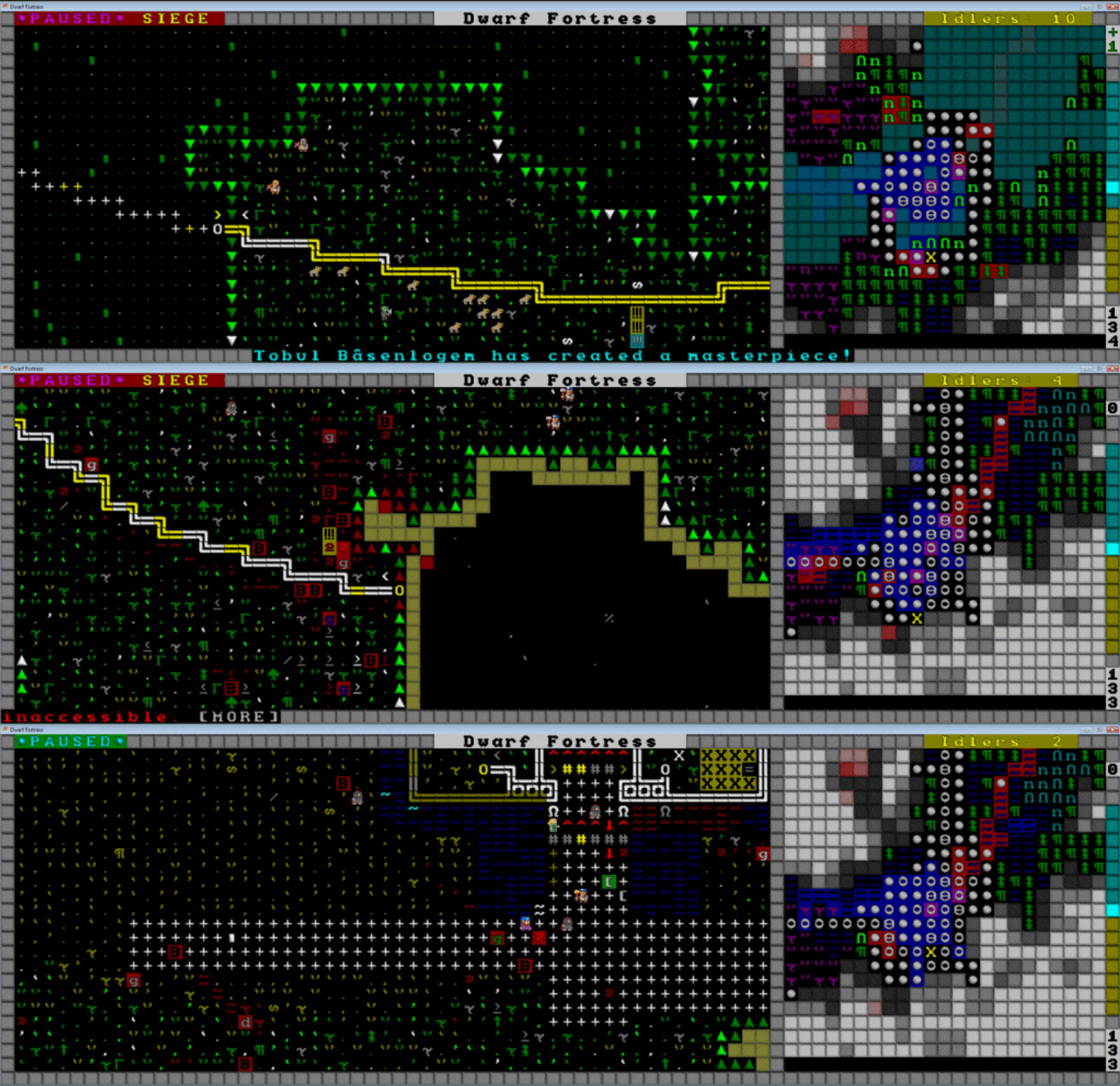
<http://www.mkv25.net/dfma/movie-716-seigepartone> (<http://www.mkv25.net/dfma/movie-716-seigepartone>)
[EDIT] We now have the second part of the siege to watch!
<http://mkv25.net/dfma/movie-730-seigeparttwo> (<http://mkv25.net/dfma/movie-730-seigeparttwo>)[/EDIT]

17th Granite, 1060:

The dwarves made short work of the first group of goblins, suffering not a single scratch. Indeed they are all worthy of the title of champion! However, the war is not over - three more groups of goblins remain, approaching us from every direction. Also, our marksdwarves remain nowhere to be seen. I had better do something about this.



Victory! But not without a cost. a handful of marksdwarves bravely held the tower on the outer wall, slaying dozens of goblins, but they kept coming. The melee dwarves were guarding the bridge against the coming bowgoblin squad, but they were far enough away that they did not arrive to attack us until the contest at the tower was over. The tower was eventually overrun, as the surviving goblins made it through the back gate, and stormed the tower, killing every marksdwarf that had heeded the summons. Perhaps if more than three marksdwarves had heeded the alarm, things would have been different. Nevertheless, the tower fell. At this time, the melee dwarves, having seen only a single goblin manage to cross the bridge thus far, were recalled to deal with the more immediate threat at the tower. They did so and rapidly routed the two groups of goblins there. Finally, they returned to battle the bowgoblins, which by this time had crossed the bridge and were bearing down on the main gate. They were summarily routed, and we are now chasing down the remaining goblins as they attempt to flee. Our overall losses include three marksdwarves, including at least one elite, and a swordsdwarf with a broken arm and a marksdwarf with a broken lower body. For the goblins, a very large number of them lie dead, along with a larger number of beak dogs. We also captured at least two goblin and no less than eight beak dogs in various cage traps. I project that the cleanup will take all spring, and likely summer too.



((There would be a movie for the rest of the seige, but since there weren't any pauses in the action, I had no place to break up the movie, and hence the filesize was 1.21 MB :-())

Given the goblin seige, I allowed anyone to trade at the depot. Imagine my surprise when Jools showed up and made a successful trade with the elves. He even made them a kind offer, which they gladly accepted. Perhaps he likes elves more than he lets on? Then again, he probably wouldn't have been able to have Rigòth Inkybalances, his pet jaguar, if it weren't for the elves.

We've discovered another dead dwarf at the bottom of the moat. Looks like our count of lost marksdwarves has risen to four.

A group of migrants have arrived. Perhaps they've heard of our marvelous tamed elephants?

Wow, nice big siege there.

I wonder if we can train war-beak-dogs?

The kennels were by the animal cages, just south of the Cursed Bridge - they are well camoflaged with mud and dog poo though! :)

About the speed, I'm not sure what if anything can be done - most of the spare animals are already caged and thats about the only thing I can think of. Time in Kulettögum passes with dignity, aka slowly. On the up side you do seem to get a lot more done in a year than you do when it goes quickly, probably because you've got more time to ponder grand constructions. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 04, 2008, 06:37:10 am**

Great siege. Shame about the losses - now we have the overspan, is it worth walling up the ground floor of the tower? That should force goblins through the Foe Flusher...

Also I know we plan on having a fairly open fortress and not hiding behind overpowered cage traps, but is it worth rejigging stuff to try and channel all ambushes/sieges in to one choke point? (I'm thinking that this choke point be centred around Kazindir's fist, strangling the goblins one by one) Or should we just get another squad or two, so we can fight on as many fronts as we have gates?

Oh, and we appear to have Sun berries - please to be planting some of those too, they make some very tasty booze.

However I am extremely annoyed that I had to go and trade with those horrible elf creatures. Why do people have insist on trading with them for their profit? At least I got my own back in part by offering them some goods with "hidden surprises" i.e. rotting hunks of meat and shellfish some peasant scraped out of the river. I'm now going to go and sulk in my quarters until I can either beat up or rob an elf.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 04, 2008, 10:09:58 am**

I walled off the ground floor of the tower when I built the overspan. :)

We'e got a sort of medieval city thing going on really. All the important stuff is in the fortress proper so you have to go through the Foe fLusher to get there, but we have a collection of outlying stuff as well - like the arena - which is outside. It should really be peasant houses. :p

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 04, 2008, 10:31:59 am**

So how did the goblins get in to the tower? Through the Foe Flusher?

I like the idea of peasant houses outside. Not only will it save them from vomitting so often when they (after several months underground) suddenly rush off into wilderness to retrieve an alligator chunk (just bitten off by a jaguar in a dastardly plan to entice dwarves to approach, so they can both eat), if we make them out of wood it should make for a marvellous (a) way to piss off the elves and (b) spectacle when the next dragon stomps through the area...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 04, 2008, 10:47:26 am**

There is a little tower on the outer wall, on the south end of it - only 1 level high with some fortifications on top of it, I thought it was that tower the marksdwarves died in, not he Great Tower(TM).

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 04, 2008, 11:06:48 am**

Ah, I understand now.

Too many towers.

N.B. I see lots of masterpieces being created - I remember that Catten is the clothier and I think Tobul is the weaponsmith - do we have any others churning out good stuff?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 04, 2008, 12:58:25 pm**

Well, the seige actually very nearly let me put the foe flusher into use. If the goblins had been just a touch faster, and the military just a touch more orderly... Instead they had the final parts of the battle just outside of the inner gate :P.

Another note, I think the reason the archers all began to dissapear from the tower (there was actually the majority of the squad there at first, but by the time the goblins stormed it, only three remained, the others having mysteriously left) was because they ran out of ammo! I shall have to put in a little ammo stockpile under the tower, as well as restricting access to a tunnel from inside the fort, since that little tower is at a perfect chokepoint for enemies skirting around the wall to get to the back gate.

BTW, can archers shoot through floor bars?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 04, 2008, 06:51:12 pm**

Well, got through to somewhere in the middle of summer. Nothing much happened, though.

5th Slate, 1060:

In response to the storming of the tower by the goblins, I've ordered a network of tunnels dug to connect various outdoor structures to the main fortress. As soon as the tunnels are dug, the outdoor entrances will be sealed, forcing an enemy army to first take the main fortress before they can storm any of the outlying outposts.

7th Slate, 1060:

Jools just mandated the construction of crossbows. I suppose we can humor him on this.

12th Slate, 1060:

Word in the fort is that I am now a legendary engraver.

I happened outside just in time to see our marksdwarves slaying Cedoniÿira, the giant tiger. A pity I never had the chance to tame it.

14th Slate, 1060:

The Duchess just mandated the construction of green glass items. Do we even have any sand?

18th Slate, 1060:

I've decided that we need to search for a greater variety of materials, hence, I've ordered that the miners dig a few exploritory tunnels into the lowermost reagions of our andesite layer.



21st Slate, 1060:

Today a kobold was sighted. It lasted about ten seconds after two war dogs, Jools' pet jaguar, and a random fortress guard all jumped on it at once. We are all celebrating the addition of new body parts to clean up.

23rd Slate, 1060:

Something dreadful has happened! Dresden came to me today and told me our supply of rock salt is getting dangerously low! Something will have to be done about this!

6th Felsite, 1060:

I have yet to figure out how to supply water to the swimming pool without risking flooding the entire fortress. Perhaps a pumping regulatory system?

11th Felsite, 1060:

One of our fish dissectors suddenly dropped the item he was hauling, and slipped off toward the workshops. I wonder what he's up to...?

13th Felsite, 1060:

After a good amount of sneaking around, the fish dissector ran into a craft workshop and locked the door. No one else can get in. I hope this ends well...

20th Felsite, 1060:

Our fish dissector has gathered quite a collection of unusual objects. Three pieces of rock salt, a beak dog bone, a goblin bone, seven more beak dog bones, some giant cave spider silk cloth, a brown jasper, and two turtle shells! Now he's in the craft shop making something out of all these. I wonder what it will be?

23rd Felsite, 1060:

Poor Sazir Sashaskûbuk, my lovely donkey. Torn apart by carp.

This has only strengthened my resolve to tame the creatures! Once tamed, they will not hurt anyone again!

25th Felsite, 1060:

The renovations to the outer guard tower are complete! The only access in or out is now through the underground tunnel into the main fortress!

26th Felsite, 1060:

Apparently our fish dissector finished what he was making. The result was a fine idol, which I've sketched here:



7th Hematite, 1060:

At last, those mechanisms I ordered a few months ago are being built! I was too busy myself loading cage traps, but still, someone should have gotten to them sooner.

9th Hematite, 1060:

A human diplomat has just arrived! This means the caravan can't be far behind!

13th Hematite, 1060:

We are preparing to empty the tank for the foe flusher in order that some renovations may be made. Namely, the removal of a small section of wall underneath it which will allow the trade depot to be moved further inside so that it is underground, thus allowing us to trade uninterrupted by ambushes and sieges. The problem is that these sections of wall are also part of the seal on the bottom of the foe flusher tank, and hence simply removing them without draining the tank first will lead to disastrous consequences.



14th Hematite, 1060:

I am stationing the marksdwarves in the outer guard tower since traders always seem to bring goblin ambushes with them. Given that half of our population is still gathering loot from the siege, we can't be too careful.

15th Hematite, 1060:

Our goblin snatcher snatcher has been drowned after being pulled into the water pool by the outside statue garden by a carp! The carp is now dead, but the fact remains that this pool has direct access to the maintenance tunnel infested with carp! It shall be paved over immediately.



16th Hematite, 1060:

The caravan has arrived! Since Dresden is no doubt too busy holding a meeting with me, or someone or other at least, I'm sending our deputy broker out there instead.



17th Hematite, 1060:

I am no longer Mayor. That title now falls to none other than Dresden. Now he won't waste all his time trying to arrange meetings with the Mayor like he has in the past. Moreover, this means my mandate for adamantite has lifted. Apparently the Queen won't be getting her customary gift. A shame really. At least now I can concentrate on my carp taming project.



20th Hematite, 1060:

Dresdor just told me today that when he said to repeat taming an elephant, he really meant a different one each time. He should have been clearer! In any case, we now have one very tame elephant.

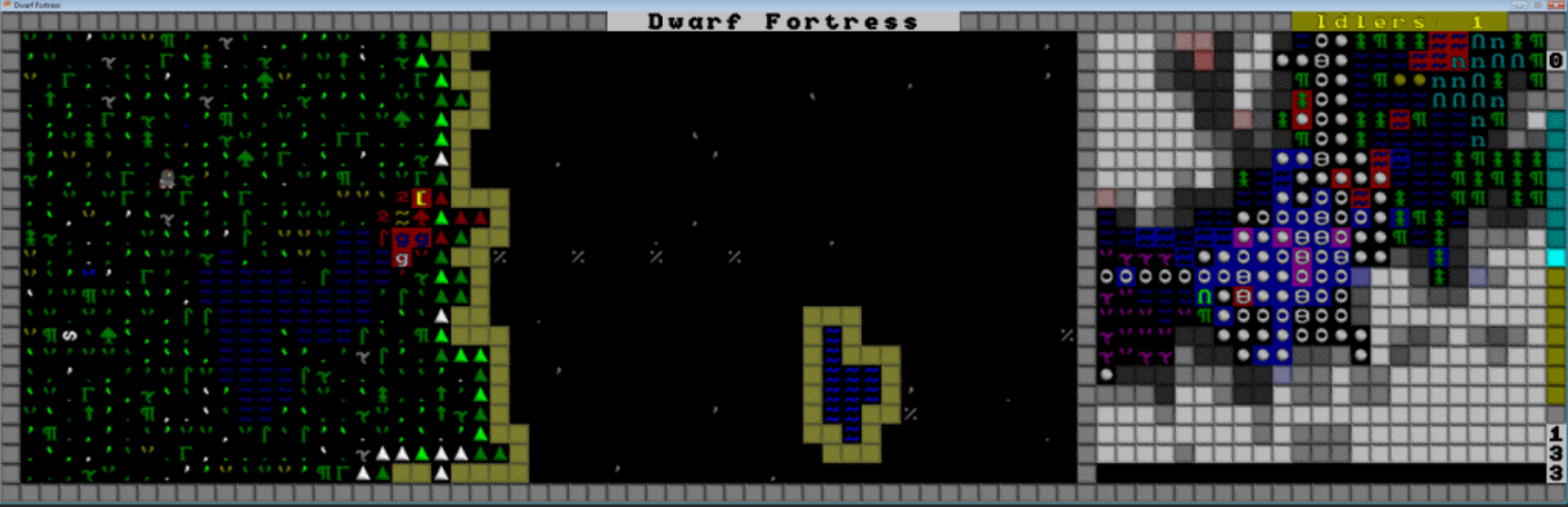


Ambush! A mechanic has been caught outside by two axe goblins. I'm just glad that it wasn't me! I hope she makes it back inside...

Alas, she didn't make it. She got jumped by another goblin. If she had run toward the fortress, instead of out into the wilds, things might have been different, but as it is, we are now short one more mechanic.

22nd Hematite, 1060:

The army arrived, and made short work of the goblins. Good riddance I say!



2nd Malachite, 1060:

While digging the secondary waterway for the swimming pool, we hit a vein of bituminous coal in addition to some moss agates!



3rd Malachite, 1060:

We've concluded our trading with the humans. We bought a large quantity of meat, a bunch of bags, a couple metal bars, a lot of wood, and a good quantity of booze. Oh, and a half dozen anvils. One can't have too many anvils.

5th Malachite, 1060:

Dresdor has mandated that we make bracelets. I think we can handle that.

6th Malachite, 1060:

We've lost another speardwarf to a sparing accident.

10th Malachite, 1060:

I decided to let the hydra out of its cage. It was looking rather cramped in there, with no space to stretch its necks. It is now free to roam about the fortress. I did have the military stand by while it was released as a precaution, of course.



15th Malachite, 1060:

We just lost a legendary stonecrafter when he got dragged into the river by carp. I don't know what he was doing there, since that shore is restricted!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 04, 2008, 07:08:13 pm**

Quote from: Keldor on August 04, 2008, 06:51:12 pm

6th Felsite, 1060:
I have yet to figure out how to supply water to the swimming pool without risking flooding the entire fortress. Perhaps a pumping regulatory system?

You pull the lever that is at the bottom of these stairs. (<http://mkv25.net/dfma/poi-6417-ex-doorofdeath>)

The trick is to have the floodgate open only long enough to fill the pool up to about 4-5ishit needs to be wadable otherwise the dwarves just won't bother going in I think?

There is a pump pumping water out of the cistern and into the bottom of the well - it was needed to stop water shooting up out of the well and flooding everywhere, as without it the water in the well would be high pressure water. As it is, the water fro it will stay on that level (or lower) and the pool is on the same level... :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 04, 2008, 07:22:08 pm**

I put in a pressure plate and a second floodgate behind that. We'll see if it can regulate the water level assuming of course someone ever GETS AROUND TO LINKING THE DARN THING! Actually, they've been trying. Only problem is they get distracted before they finish and have to start all over again... >.<

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 05, 2008, 11:30:28 am**

19th Malachite, 1060:

I've started work on a great arch over the main road. It should be spectacular when it's finished.

25th Malachite, 1060:

I've been told that the emptying of the foe flusher went off without any major problems. I wouldn't know, as I was sleeping at the time.



1st Galena, 1060:

At last, the water from the foe flusher is clearing out, allowing dwarves access through the main gate once more. In addition, we now have another champion! All hail Atir Otadudil!

6th Galena, 1060:

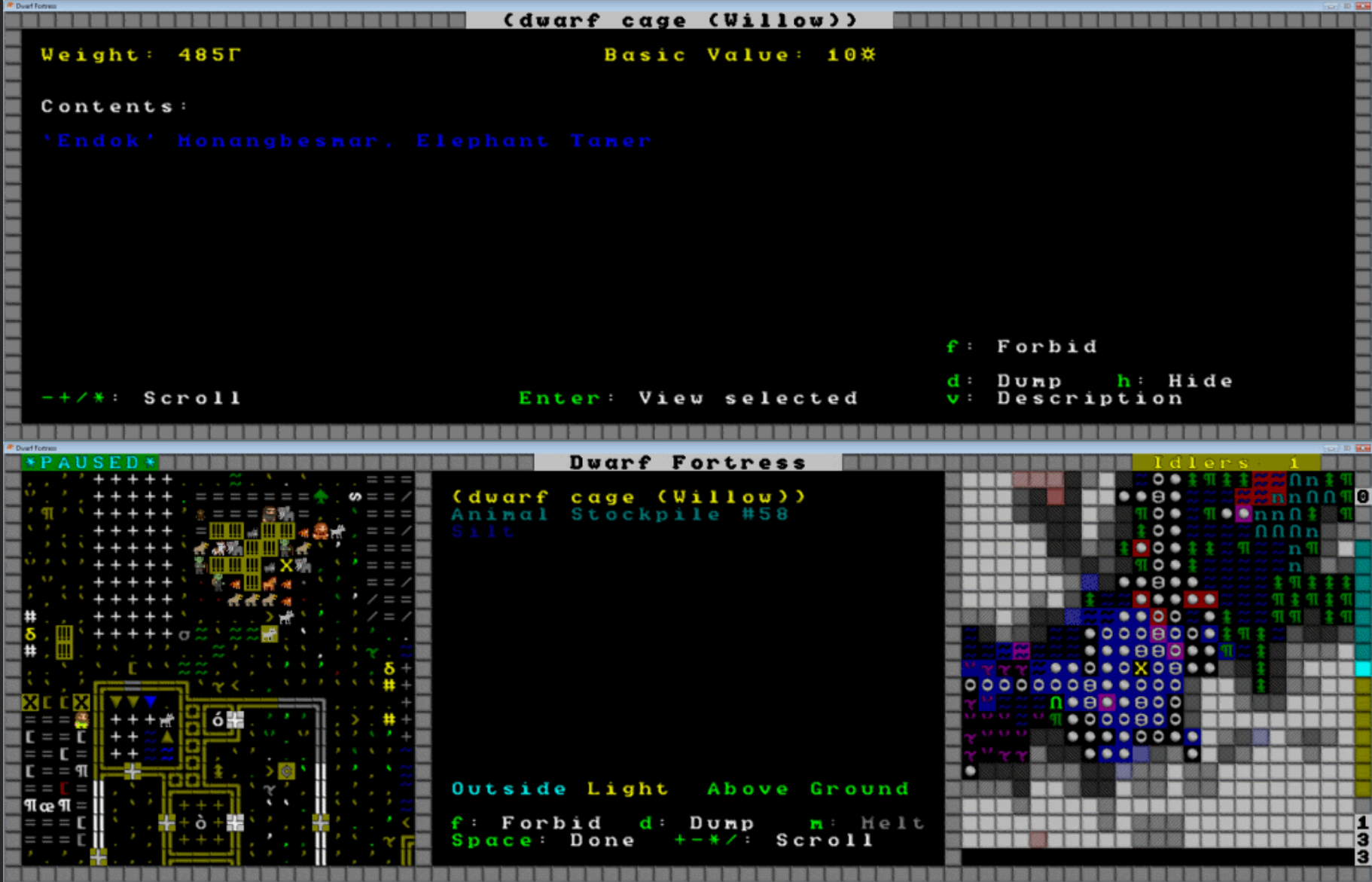
Another dwarf has earned the title of champion! All hail Iden Kizbizrimtar!

11th Galena, 1060:

The renovations on the foe flusher tank are completed, and the floodgates have been closed in preparation of reactivating the pump system. When the floodgates closed, they very nearly squashed our hammerer, but, alas, he moved clear at the last instant. Maybe next time.

20th Galena, 1060:

I was working on loading one of the cage traps when it went off, leaving me stuck inside! Someone HELP!!! Hey, you, get me out of here! Where are you taking me? Don't just leave me in the animal stockpile! Let me out!



23rd Galena, 1060:

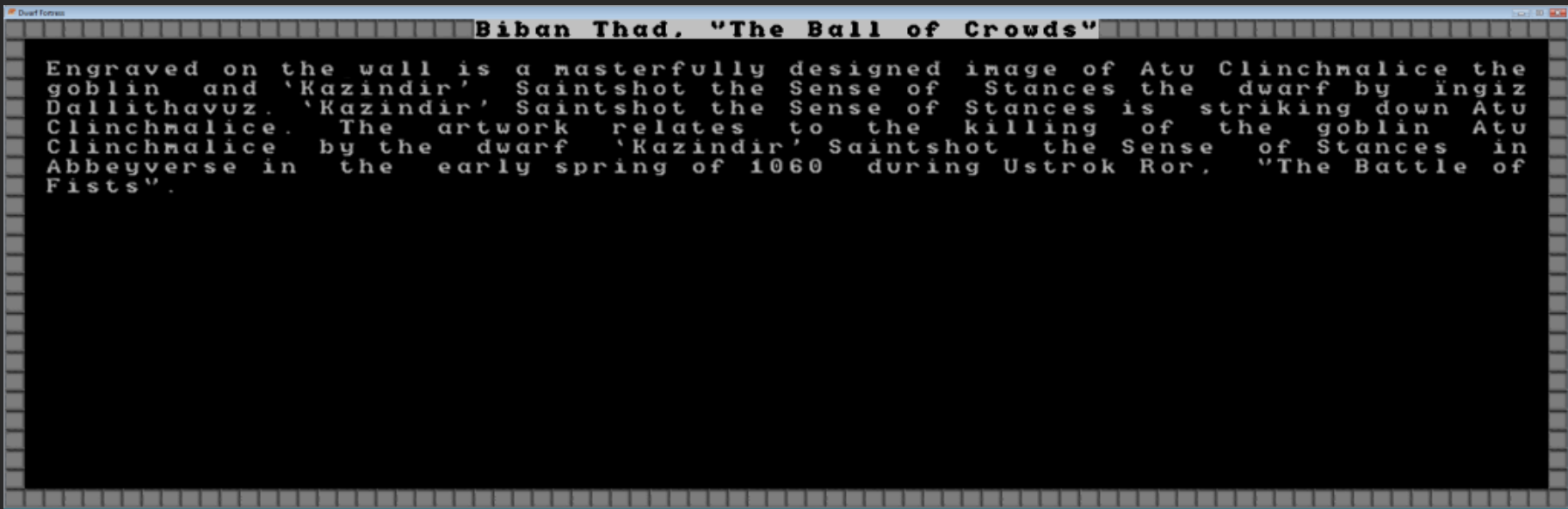
Everyone is just walking past, as if seeing a dwarf stuck in a cage hollering for help is perfectly normal! Someone let me out of here!!!

At last! I've been rescued! The dungeon master happened past and let me out. I will have to think of some way to reward her.



25th Galena, 1060:

Today I heard a dwarf telling a story about the great seige of this spring to one of our new immigrants. We have taken to calling the battle Ustrok Ror, or The Battle of Fists, since it was the brute strength of our melee fighters that won the battle, not the bolts of our marksdwarves.



6th Malachite, 1060:

Today we've opened the gate to fill the swimming pool! Moreover, the water regulator system seems to be working! I suppose I shall have to hurry our efforts to catch some carp. Those floatgates just take FOREVER to link!

9th Limestone, 1060:

Even though the swimming pool hasn't been officially opened, already several dwarves are swimming in it! I have heard some complaints that it's too deep, however.



11th Limestone, 1060:

One of the peasants that tried the swimming pool is now stranded on one of the mounds in the middle of the pool. He jumped into the pool happily enough, but now apparently doesn't dare to jump in again in order to get out. Oh, another thing. A sieging force of goblins has arrived, just moments after the dwarven caravan was sighted. This one looks to be even bigger than the last one, with at least five groups of goblins sighted, including two elite bowmen and an elite crossbowman.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 05, 2008, 11:49:46 am**

The second part of the siege movie is now available! <http://mkv25.net/dfma/movie-730-seigeparttwo> (<http://mkv25.net/dfma/movie-730-seigeparttwo>)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 06, 2008, 02:36:29 pm**

Hehe, I've never had a dwarf stuck in his own trap before! :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 06, 2008, 02:40:18 pm**

In this place I think that could *only* happen to Endok.

Now if we could only arrange it to happen to dresdor...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 06, 2008, 03:42:19 pm**

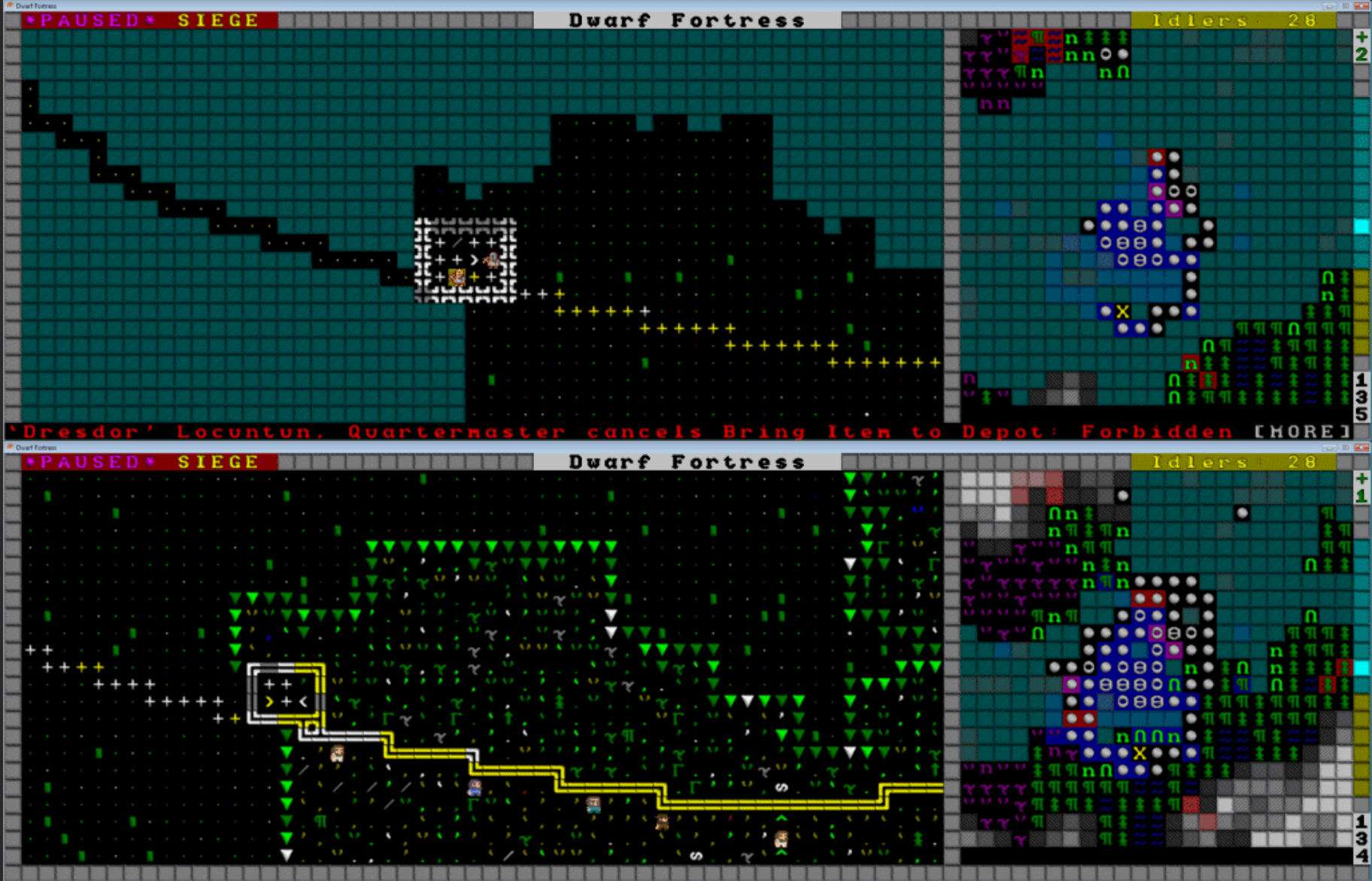
11th Limestone, 1060:

The goblins couldn't have chosen a worse time to attack. Not only is the caravan caught out on the road, but around 15 dwarves are outside building the wall around the carp trap which was intended to prevent just such an occurrence from happening. Even worse, Kazindir insists that right now is meal time, and refuses to go outside until after he has something to eat!



12th Limestone, 1060:

Thank Armok that the goblins are in a state of disorder, and so have made very little progress actually closing in on the fort. We may even manage to get everyone inside without any losses. Also, I defy any goblin to take the guard tower now, since the entrance is no longer accessible from the surface, but rather only through a tunnel connecting to the inner keep. Our marksdwarves have arrived on top, and can provide at least some supporting fire to our dwarves retreating past if the goblins strike too soon.



More goblins have appeared, bringing the count of attackers to around 60 goblins, along with their beak dogs.

Kazindir, now finished with his meal, has decided that he needs a nap if he's to be fighting goblins.

14th Limestone, 1060:

We can no longer wait for Kazindir to "get around to" leading his squad into battle. As a result, he has been demoted from command, and replaced by a dwarf named Zasiť Asmelegast Ninus Zalis, or Zasiť Merchantclench the Escort of Warding.

savescumming! The single elite bowgoblin struck down the entire squad of champions since they were too stupid to realize they should target it instead of its companions, and the marksdwarves mysteriously abandoned their post right in time to avoid having to come to the champions' rescue :-P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 06, 2008, 03:48:19 pm**

See? I told you, nap before goblins. Bloody beardlings...
:D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 06, 2008, 03:51:49 pm**

Well, Kazindir finally woke up, joined the fray, and got shot as well. REALLY pathetic how an entire squad of legendary champions can get mowed down by a single goblin with a bow.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 07, 2008, 03:46:08 am**

Kazindir, legendary kicker of arse, shot? Was this in the lost history of the savescum, or did it really happen?

Either way, I feel we need some more pointlessly large-scale traps so that if we don't want to go out and fight bowgoblins, we don't have to. The Foe Flusher is great but I think we need something capable of swallowing an entire siege, just in case Kazindir decides to have a nap again.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 07, 2008, 04:16:42 am**

Thats one lucky goblin. I reckon he's rolling his own dice and miraculously getting criticals every time. :P

The Foe Flusher itself won't really kill anything, at best it will sweep goblins into the most where they will drown. It's more of a glorified gate - with it active you can't reach the trade depot from the outside at all, unless I suppose you are a good swimmer, as the depth is kept at a near constant 6/7 with a quick flow. (If current matters for DF swimming.)

Do we have any flux? Might be worth finding/buying some to make steel armour for any of the champions who are missing any. I know there are quite a few bits of steel armour floating around but worth a check.

For extra defenses, one approach might be to build covered marshalling areas out by the two gates. That way when the vile forces of darkness arrive for tea and crumpets you can send the melee squad there and even if they arrive piecemeal (as usual) they'll be safe from random bowgoblins until they've actually organised as a group. *Then* they can go out and bash goblins, rather than getting shot one at a time. Wouldn't want it connected to the inner keep though as it has to be open enough to get out of in a hurry, which means it'll be open enough to get into in a hurry. :)

Actually, better idea! You could turn the outer courtyard into a maze of streets and buildings and have a city fight - no range for goblins then and you could have little bridges connecting the rooftops for dwarf marksmen to run along. All we'd need is a supply of burning wagons for ambience. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 07, 2008, 09:45:02 pm**

One of the problems is that the road is designated high traffic, so the soldiers use it when running to their covered marshal point, see the goblins, and charge in. Still, there were at least three champions all together in the first fight, thing is, they all target the 10 or so lasher goblins that accompanied the elite bowman, and were rapidly picked off by the bowman before they had finished off the lashers. Not much you can do when a single hit from that archer cuts off a leg or mangles an arm... :-P

By the way, this is all lost history of savescum, since I thought the mighty champions of Abbeyverse, slaughtered by a single goblin was rather lame. That and this was only the FIRST of the three elite ranged goblins >.<

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 08, 2008, 05:27:18 am**

Could always have a marshalling ground south of the arena and south of the Tower (with a capital T). Those would keep them out of sight from beyond the gate/bridge and hopefully would avoid road related mishaps. Or just unzone the road as a high traffic area.

Not much that can be done about them fighting the spods firth though I think, other than try to get as many on site at the same time to kill the spods faster.

Sign me up for another turn by the way, if no one else does I might build a city between the two walls to fight in. It's a shame building destroyers can't destroy, well, buildings (like walls etc), really needs ruins. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 08, 2008, 05:54:39 am**

I had a few vague plans - above-ground dwellings constructed from diorite or whatever else we have by the tonne from our excavations, build one layer of structures - units with shops in by the road, a few units with workshops in, some units effectively one-tile huts with beds in, then designate them all. Roof them over and repeat, but tiling over some squares that aren't rooms underneath, and not using all the building space afforded by flat rooves... should be suitably chaotic.

Oh, and I also wanted to build a couple of what would effectively be slides (floors, ramps, wide enough for wagons) off the Tower - one spiralling down outside the walls, collapsible, linked to the Tower by bridges above a Pit that was channelled out right down to the bottom layer (then filled with spikes), and then another slide going steeply down into the outer courtyard.

All that sounds far more construction than I will actually get done even if I put everyone but our planters, brewers, cooks and military on masonry work. So there'll probably be tons of stuff left to do.

Plus I believe that before the game comes to me, it goes to someone who promised us a period of creative decline...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 08, 2008, 07:23:16 am**

Aye plenty of stuff that can be done - I have alternatives as well. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 09, 2008, 10:55:03 pm**

Well, the seige WAS going well this time, so naturally, DF crashed :-P Anyway, for your amusement:

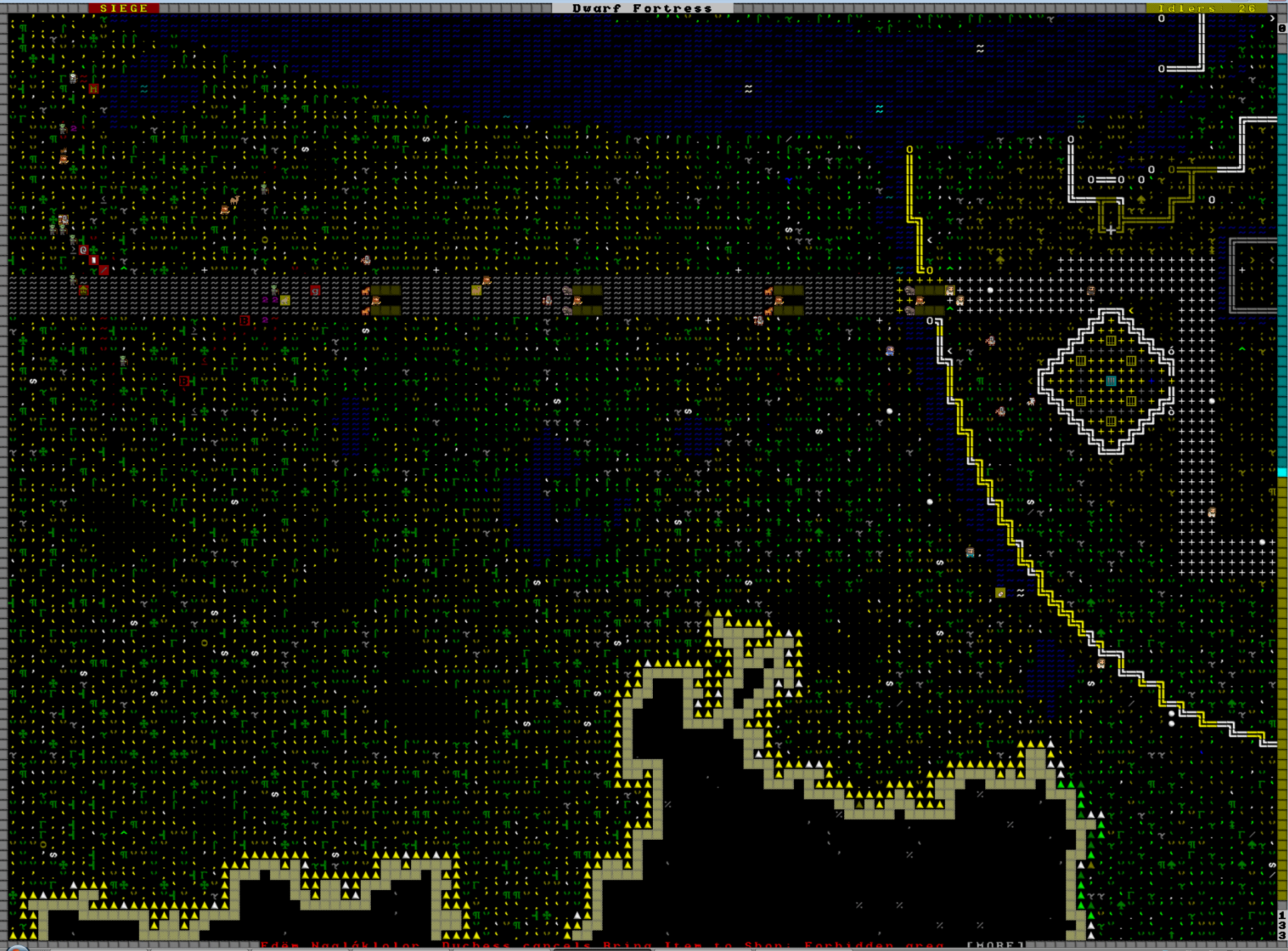
12th Limestone, 1060:

The goblins are attacking the merchants! I've ordered the military to respond, but Kazindir tells me he needs to finish his dinner first. Dwarves are getting killed in the meanwhile! However, no one argues with Kazindir..



Upon hearing the death cries from outside out outer wall, the remainder of the caravan has turned to flee, despite already being safely within our walls! They're running into a trap, but are too stubborn to listen to me!

Spoiler (click to show/hide)

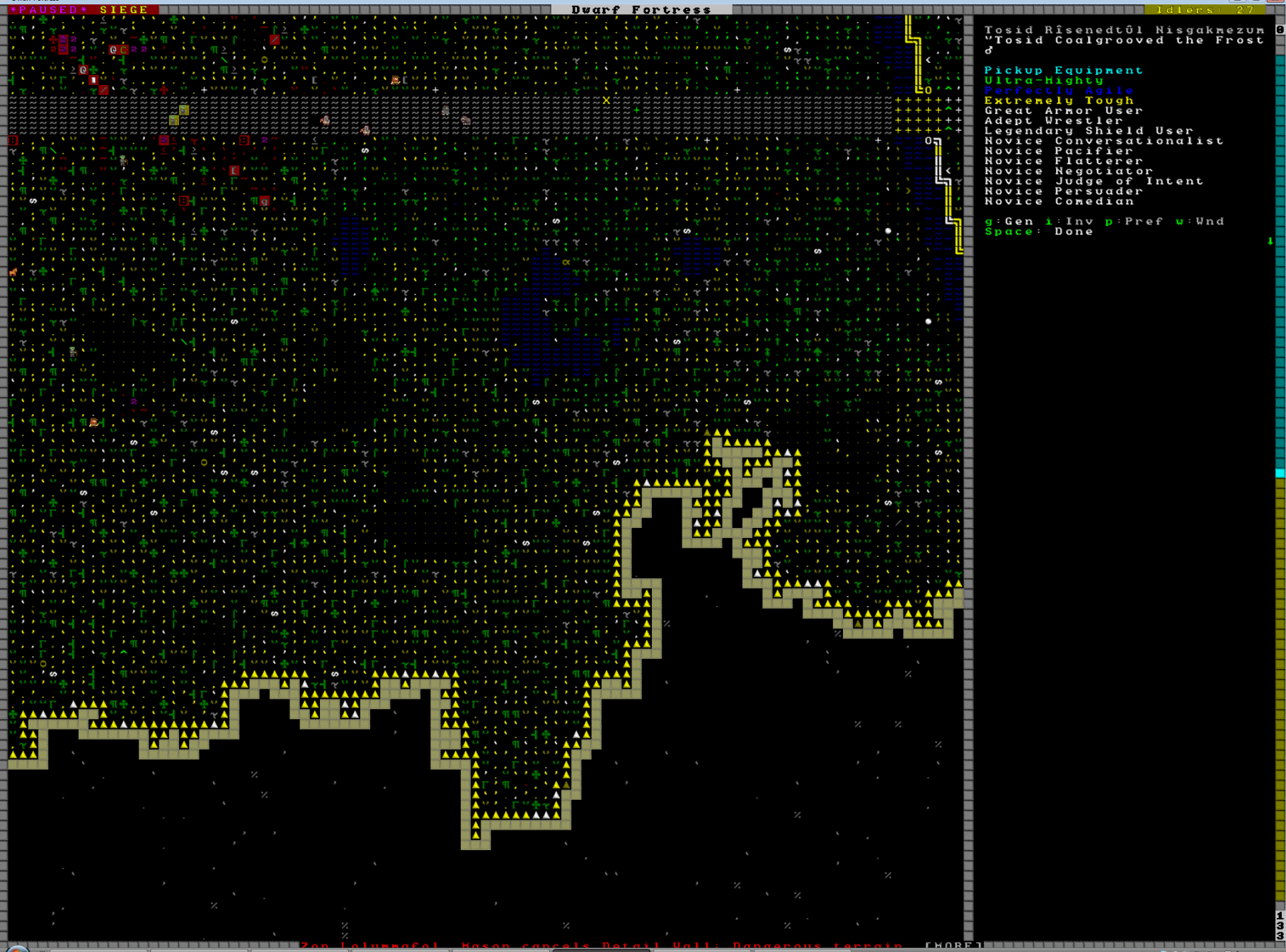


13th Limestone, 1060:

The caravan has been utterly destroyed, and the survivors are fighting on with the goblins. The only good news from this is that that one archer among them, the one that seems able to string and shoot three arrows at three different targets at a time, has run out of ammunition. I've ordered Kazindir's squad, pending the completion of dinner of course, to charge forth and finish that group off. After that, we'll have to see about dealing with all the other goblins.

I have discovered something that will inspire our troops to new levels of bravery, something that will, no matter what the present disposition of Kazindir is, inspire them to feats of individual valor. It would appear that the merchants brought with them a selection of fine armor and weapons.

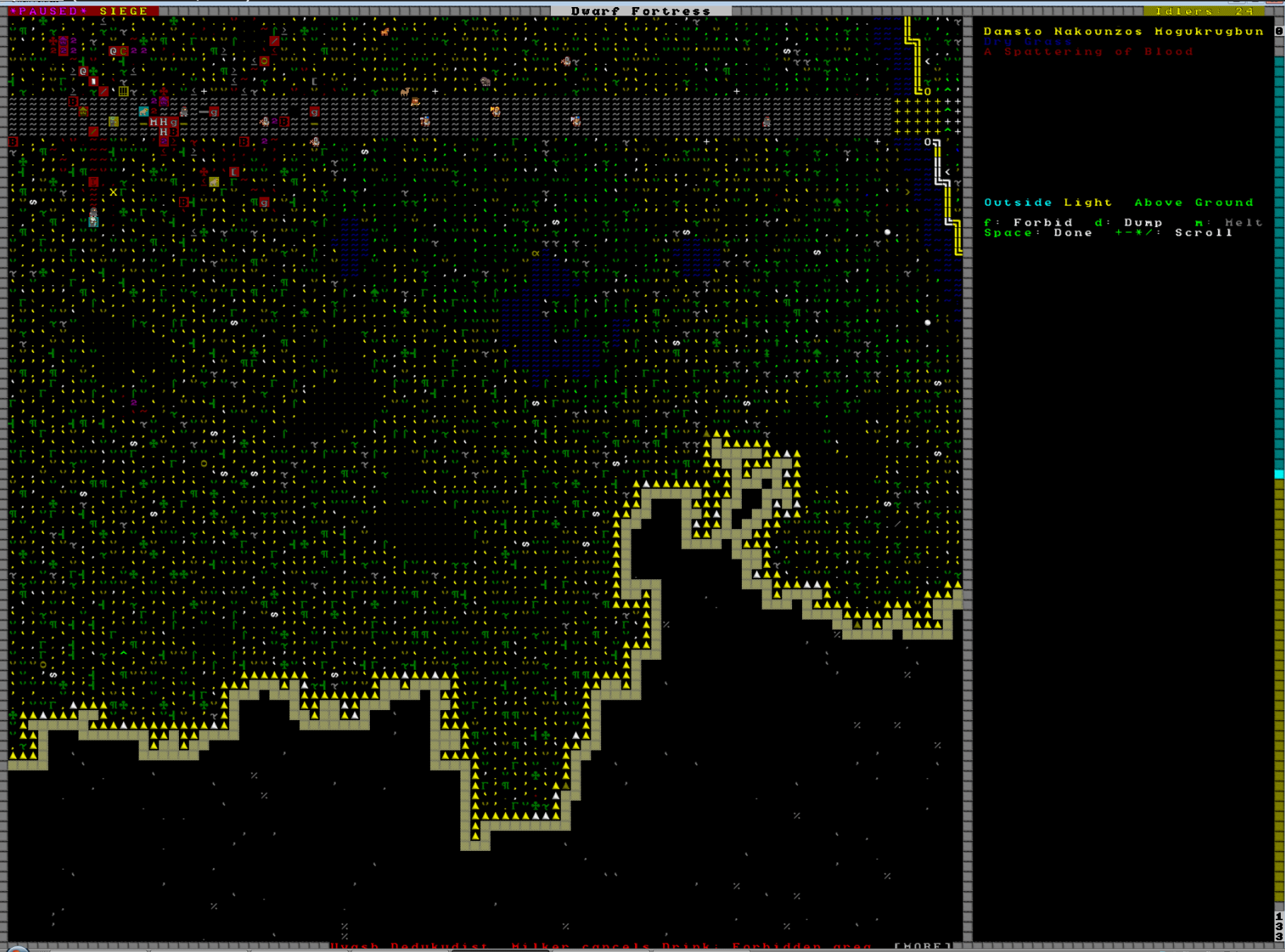
Spoiler (click to show/hide)



14th Limestone, 1060:

Zasit has proven himself a hero today, at least to some extent. He struck the master archer goblin, Damsto Nakounzos Mogukrugbun ôsm, as I am told, so hard that not only did its bow go flying, but it went flying through the air at least five dwarf lengths! Amazingly, the goblin survived the impact, but this didn't stop Zasit! With a second strike, Damsto flew again one direction, his leg another. This would be heroic indeed if Damsto still had any arrows left to defend itself with!

[Spoiler \(click to show/hide\)](#)



Apparently Kazindir's squad is not the only one motivated by new armor and weapons. I have decided that should we ever need to rouse the military in a hurry, we need only load some armor into the catapult and let it fly into the ranks of goblins.

[Spoiler \(click to show/hide\)](#)



[At this point, DF crashed >.<]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 12, 2008, 07:01:08 am**

Doh, again. :)

Do you have seasonal autosaving turned on? Or do you have to redo the whole year?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 12, 2008, 07:41:06 am**

I have seasonal on, AND a save from the beginning of the siege, since I had decided to call it a night at that point. Still, this siege is proving frustrating to say the least...

For what it's worth, if I were to load the autosave, the siege most likely wouldn't happen, since they seem to be determined randomly along with the merchants. Thus we'll have a recourse should those three elite archers prove too much (which they very well may!). A second benifit to this would be managing to give the merchants an offering, rather than having them all die, since I can't imagine a *proper* decline without the Queen somehow involved ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 12, 2008, 10:19:18 am**

Up to you which path you take to go ahead. I have to say that dealing with fewer elite archers would probably leave more of the fortress intact, which is no bad thing...

Also - I thought we had a King incoming, not a Queen... still, it's difficult to tell under those beards.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 13, 2008, 04:09:49 am**

It always says king, I believe. However, our civ ruler is a queen, so I think that's what we'll actually get.

In any case, I'm going to try to get through the siege a couple more times...

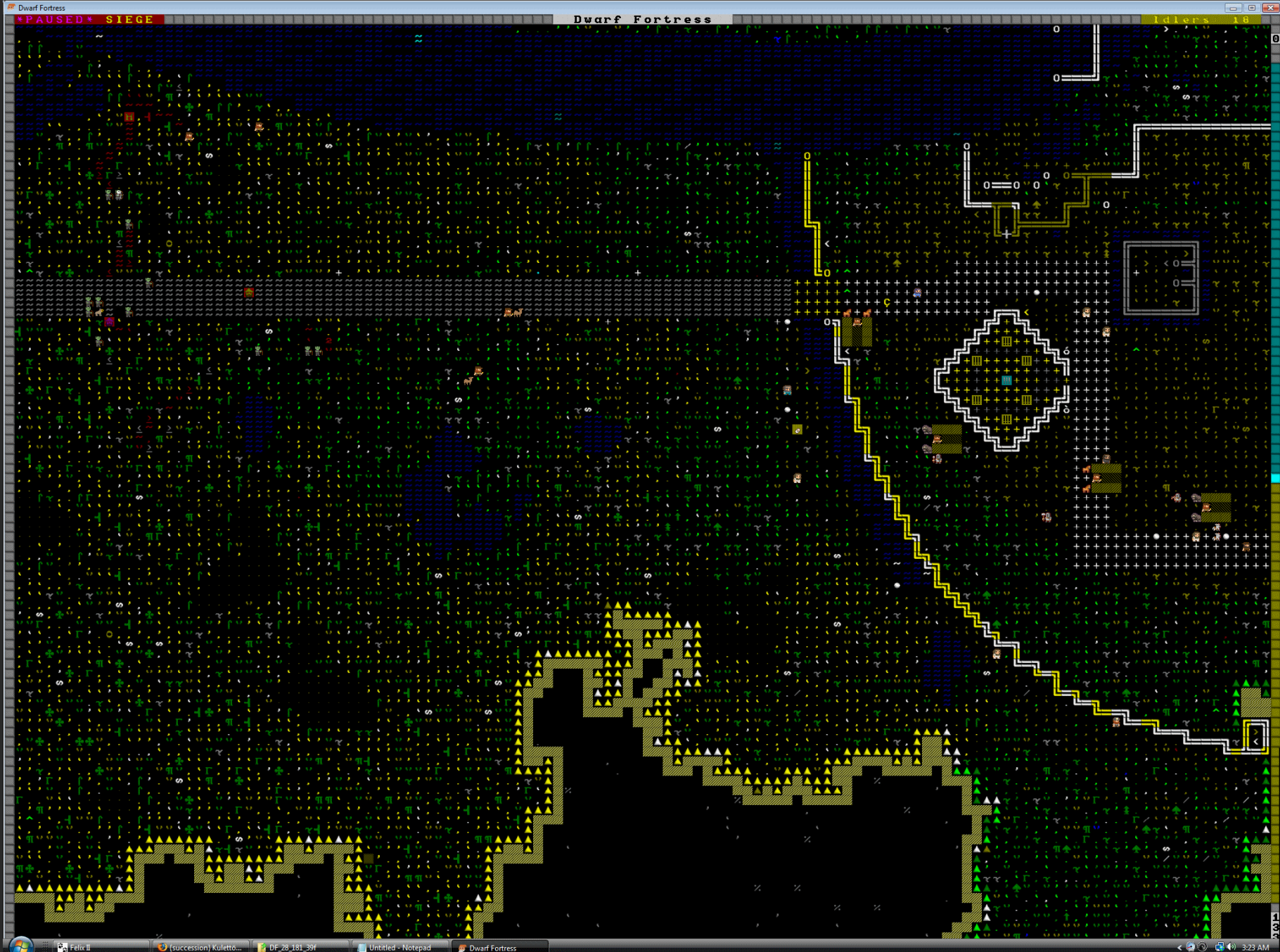
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 13, 2008, 05:24:33 am**

12th Limestone, 1060:

The goblins are attacking the merchants! Thankfully, most of them arrived safely within the walls. I only hope that they have the sense to remain there until this siege is sorted out.

Alas, but the merchants are scattering and fleeing. Straight into the waiting goblins outside the walls.

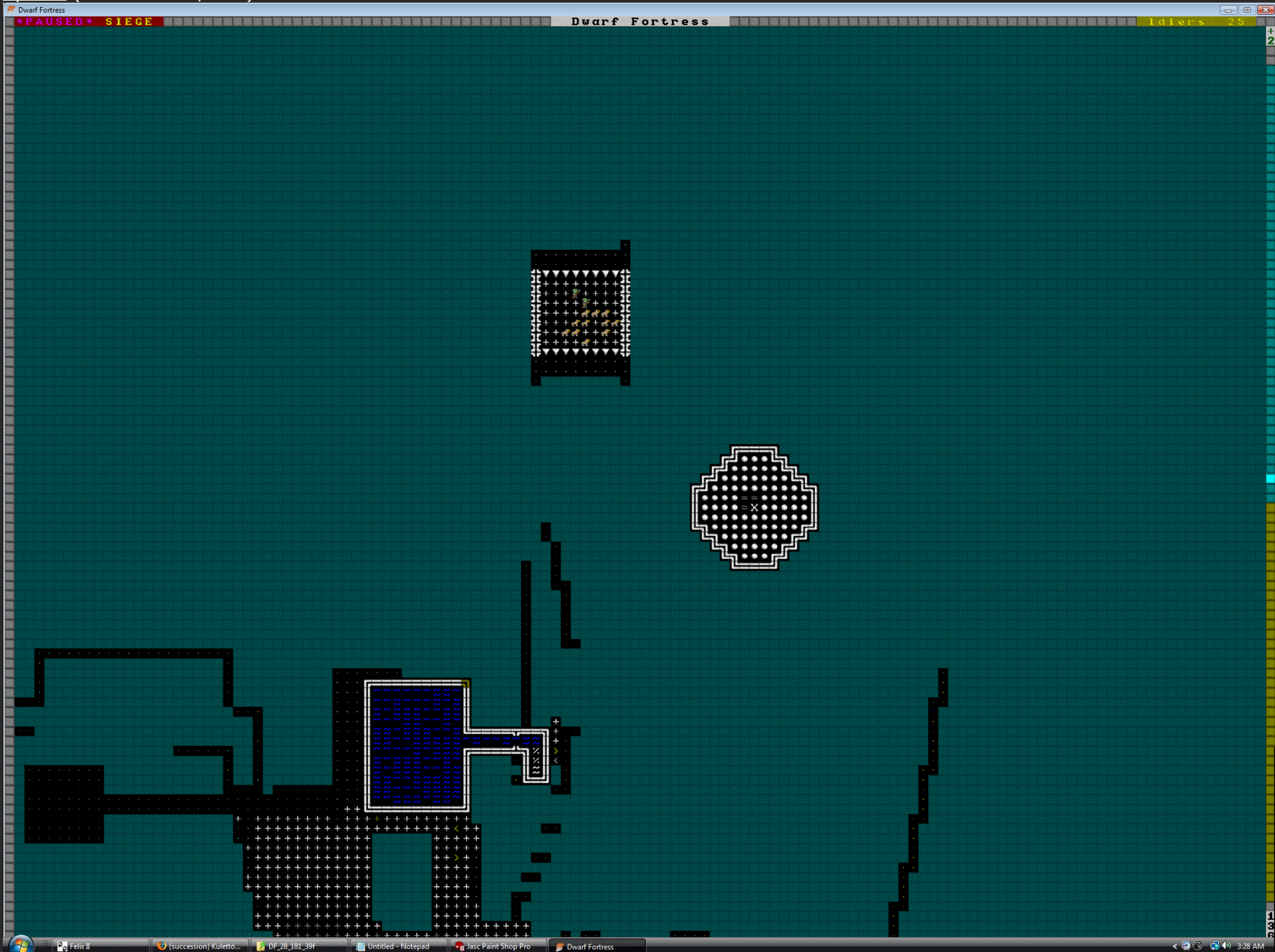
[Spoiler](#) (click to show/hide)



13th Limestone, 1060:

Whole the battle at the outer gate raged on, the goblins have taken the bridge! Unfortunately, I see little way to change this, as our military is currently scattered about looting the battlefield and killing random goblins.

[Spoiler](#) (click to show/hide)



Meanwhile, there is a scene of indescribable carnage at the back gate.

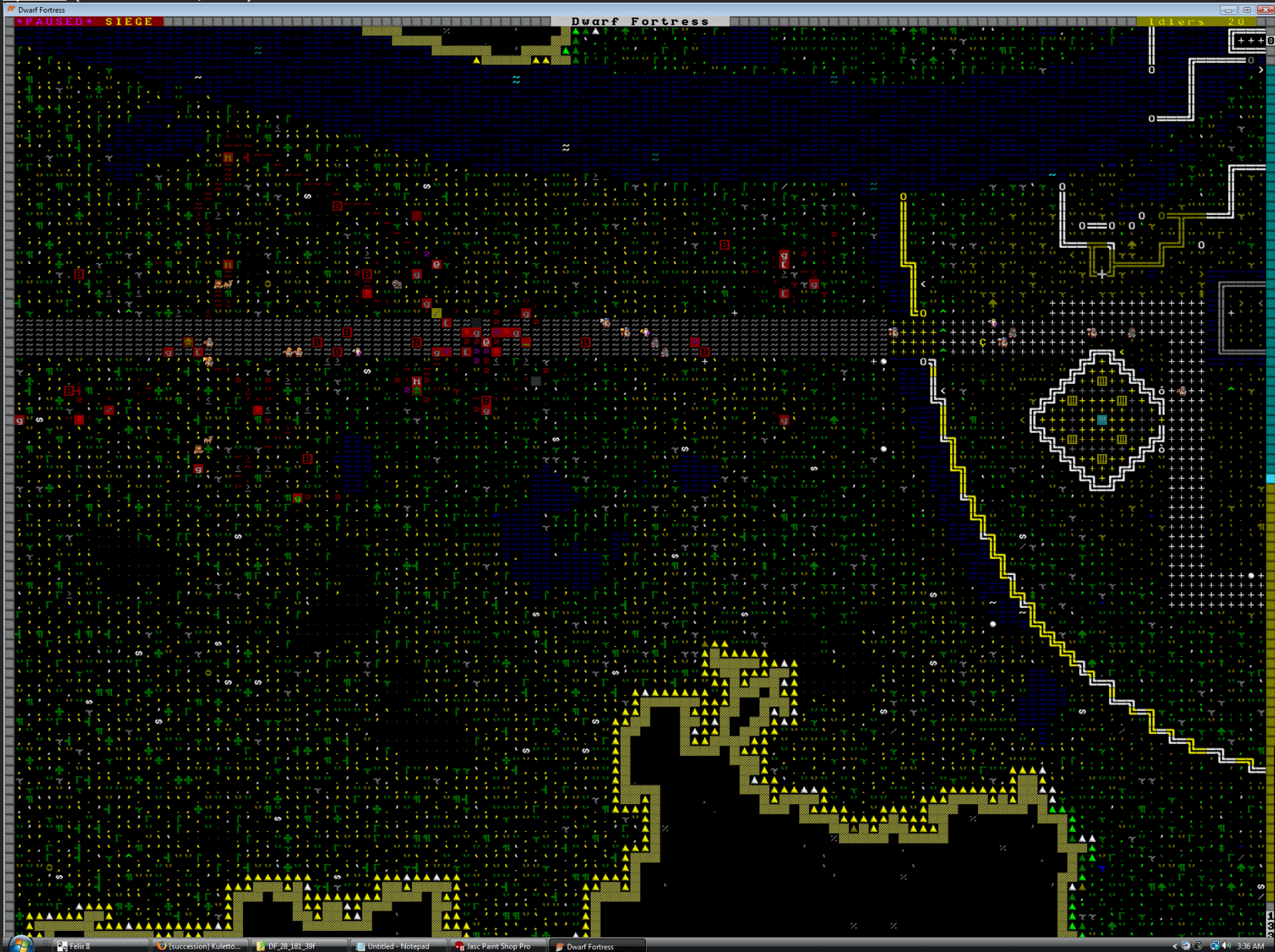
[Spoiler](#) (click to show/hide)



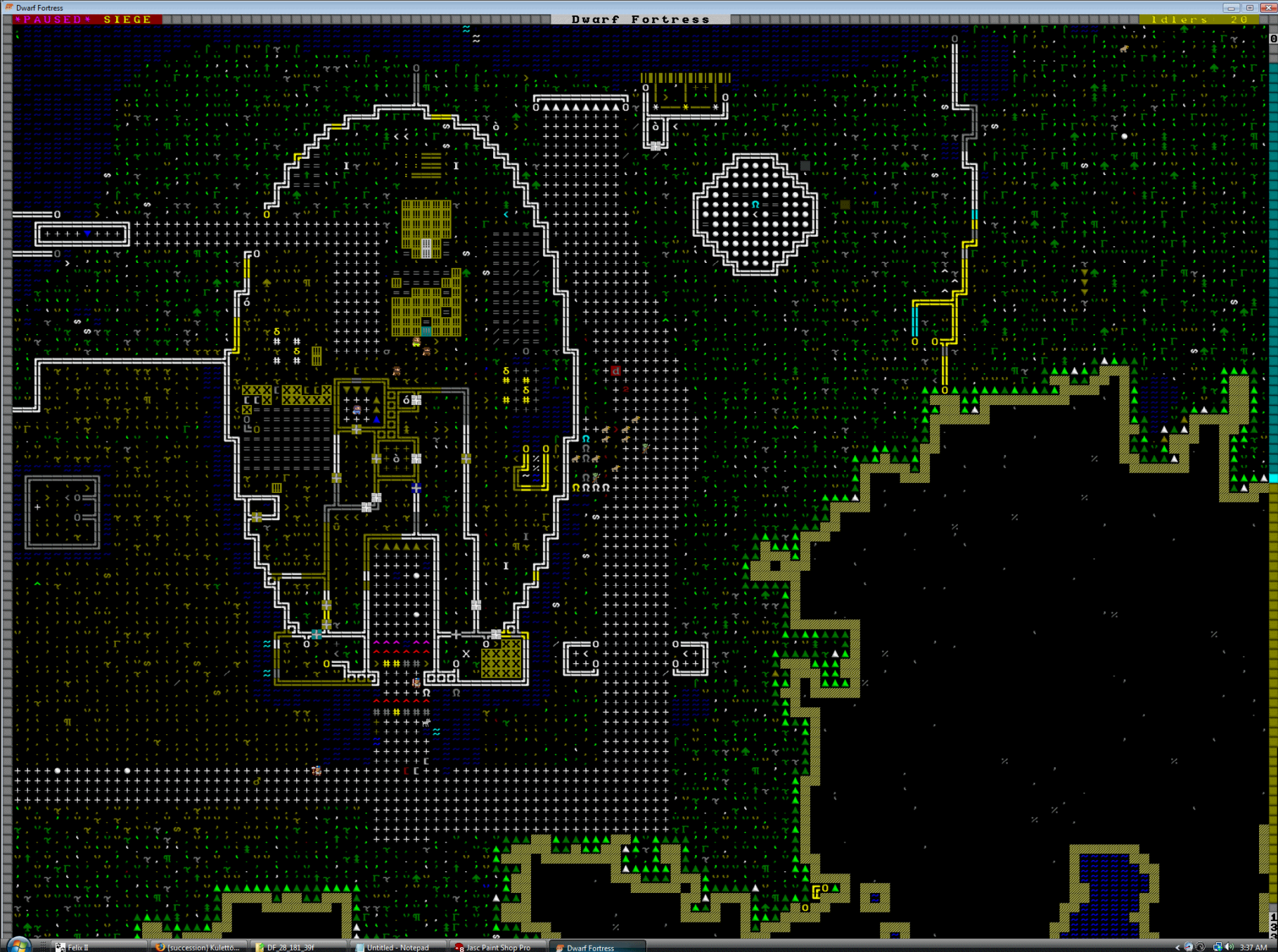
14th Limestone, 1060:

The second group of goblins is nearly to the main gate, and the military is still too busy pillaging to respond! It looks like our foe flusher will be properly tested for the first time...

[Spoiler \(click to show/hide\)](#)



[Spoiler \(click to show/hide\)](#)



15th Limestone, 1060:

I caught some of our military returning inside before their squads were released from duty. When I asked them what they were up to, they told me they were "on break"!! Meanwhile, Zasit and a second champion are forced to fight an entire squad of goblins by themselves since no one else seems to feel like heading out there! I think I will have a talk with Kazindir about shaving certain beards when this is over.

16th Limestone, 1060:

Kazindir has finally arrived on the scene! Just in time to relieve poor Zasit and Unib

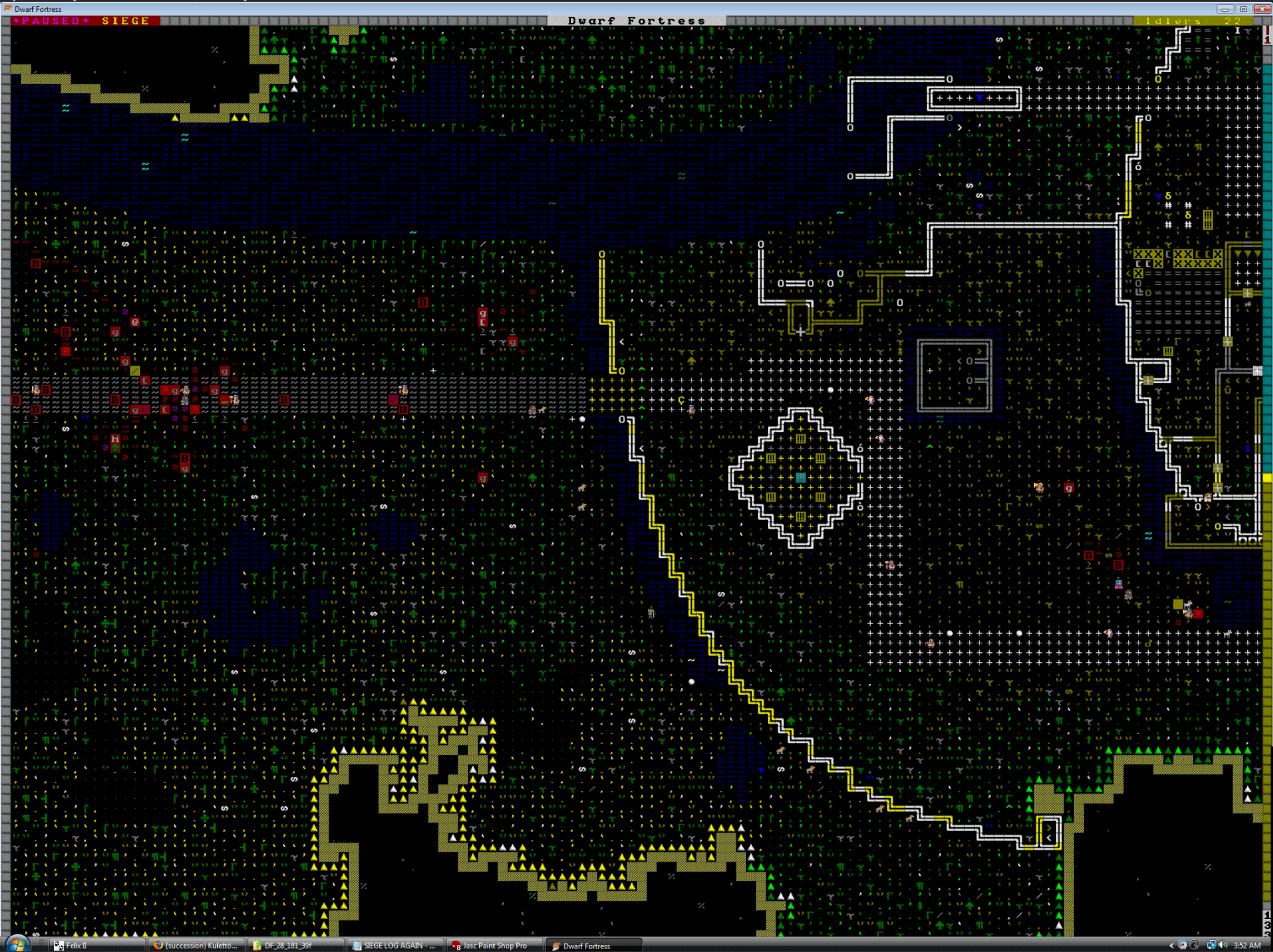
Spoiler (click to show/hide)



Due to our marksdwarves being too busy looting than to be bothered to guard the watch tower, the marksgoblins have slipped past and are encroaching on the back gate! On the bright side, this happens to be the location of all of our pillaging dwarves, so hopefully they'll

stop pillaging and start fighting.

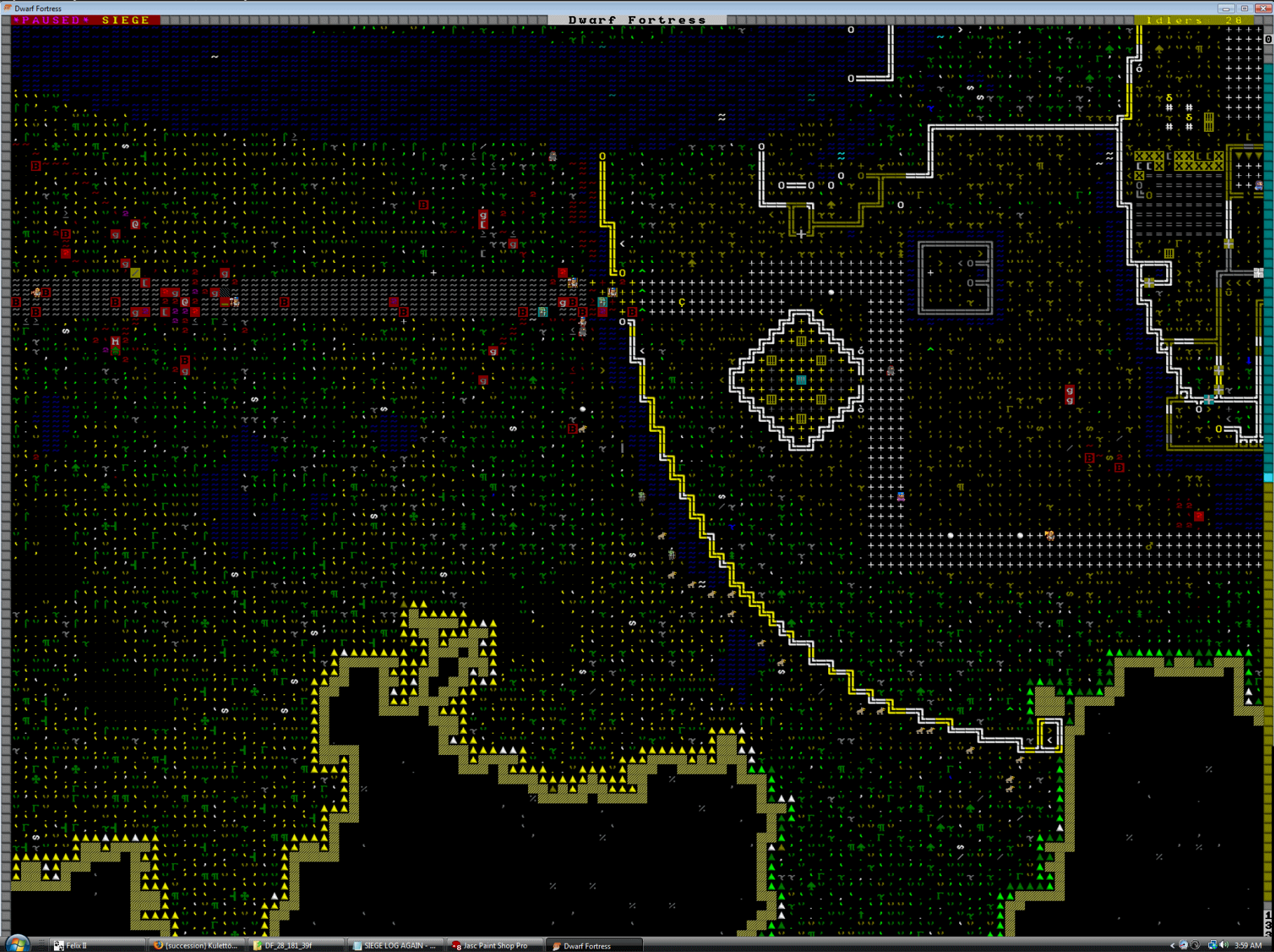
Spoiler (click to show/hide)



17th Limestone, 1060:

A fierce fight is starting up outside the back gate. However, the marksdwarves are too busy looking to even notice. This is a big problem, given that the goblins are coming in greater and greater numbers, every one with bow and arrows.

Spoiler (click to show/hide)



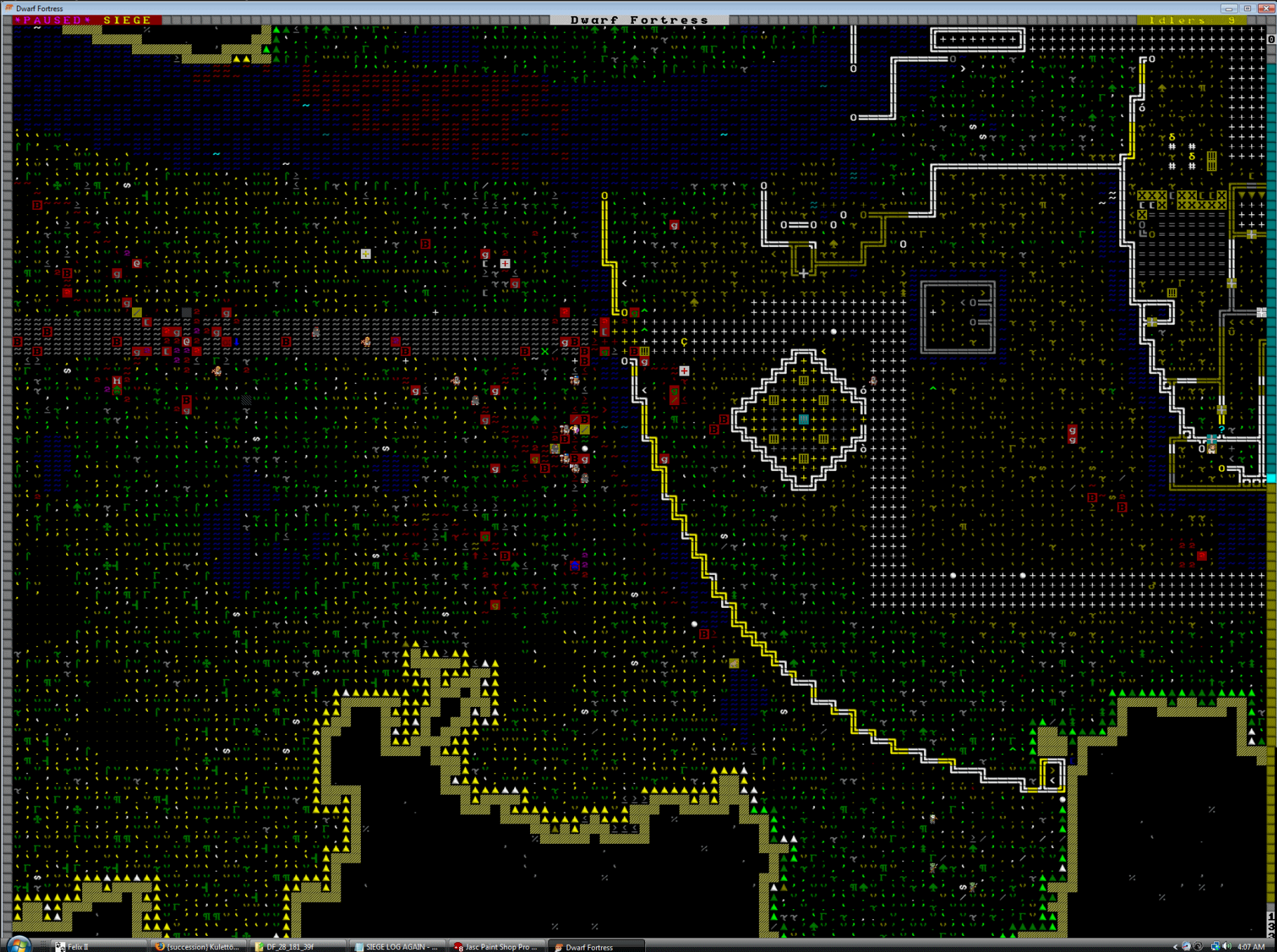
The Fortress Guard are proving their worthlessness. Caught in the battle only by virtue of their greed for loot, they flee like cowards the moment the goblins get close. These are some of our finest champions too!

18th Limestone, 1060:

The goblins are fleeing! We have won! Alas, but it was a costly victory. Among the dead is Kazindir shot through the heart and both

lungs by a marksgoblin, as well as another champion and an axe lord. Worse, we have many other wounded dwarves, and it is unclear how many will survive and how many more will die. ((Also, we seem to have a flying goblin. I might have to savescum anyway if it never falls and the siege flag stays with it :-P))

Spoiler (click to show/hide)



((Here's the problem - we have a floating goblin, likely from me saving midway through the siege (given the crash and complete defeat the last couple times...) while the goblin was presumably flying through the air after being propelled by someone's hammer. This wouldn't necessarily be game-stopping, except that the siege flag seems to be stuck, probably because of that same goblin. Any suggestions what to do now? I have the save from the beginning of the siege, one in the middle, likely where the floating goblin got stuck, and one from after the siege.))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **RavingManiac** on **August 13, 2008, 07:59:18 am**

The same thing happened to The Eternal Halls Succession fort. They were forced to revert to the previous save..

You could try collapsing a floor onto it.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 13, 2008, 08:37:58 am**

I'd go with the latest save that's free from levitating goblins, and play from there.

Oh, and maybe close some of the gates and fight one battle at a time... or even close all the gates and let the goblins get nice and close before our elite military charges at them. Or not bother charging them and just hide underground until they get bored and go away, or let merchants deal with them or something. Or even just hide inside our walls while constructing a long underground hallway full of weapon traps (only to be used for bowgoblins), then dig out a path that allows the goblins access into our fort via the Corridor of Death.

Basically, anything that helps keep our champions and Captain of the Guard alive...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 13, 2008, 09:31:47 am**

Yeah, savescum and redo to remove the floating goblin and I'm not just saying that because Kazindir died again. I knew I had a nice tomb made for him for a reason. :D
That other fortress was doomed to perpetual sieging (until they savescummed to pre-floating-goblin), which meant they got no other ambushes, thieves, baby snatchers or sieges, which would be a bit dull.

If the marksdwarves insist on slacking off again, put them into squads on their own and station them each individually either on the overspan or arena tower - that way they'll only leave if they want to leave, rather than if they want to OR if their squad leader wants to. (Although in 1 dwarf squads I suppose they are squad leaders anyway.)

My squad is different of course, as thats all about style and timing... ;)

The west gate doesn't close and neither does the "gate" to the main keep. Although I doubt much would make it far into the Foe Flusher itself anyway as the rows of weapons traps were still there when I last looked. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 13, 2008, 10:54:24 am**

Style and timing. That sums up that time I had with one of my ambushes, trying to both (a) wait for some of the rest of Kazindir's squad to turn up, so he wasn't fighting alone, and (b) get him in to combat before his booze levels dropped low enough that he decided to go and grab a beer instead of defending the fort.

Even if the west gate doesn't shut, the Foe Flusher is as good as a door, and the north gate over the bridge does shut, so if the goblins arrive on both sides of the river then it's easy to divide and conquer - first kill the goblins on the south side of the river, then marshal the troops and have them charging down from the high ground of the bridge just as the North Gate is opened... so it's still possible to reduce the number of fronts open by shutting the northern gate, or hide completely by withdrawing behind the Foe Flusher.

Or we could all hide in my tomb and let the goblins get massacred by the Iron Maul weapon traps by my door, built to deter suspected elf sympathisers and miners storming in to demand bridges or report a pretty colour of stone.

Or draw the goblins in to the swimming pool, close the outlet, and turn the pumps on.

Or maybe, you know, build a door we can close...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 13, 2008, 11:57:35 am**

There used to be an iron door just behind the trade depot, at the entrance to the fortress itself. However due to people banging it repeatedly with rock salt and it generally being in the way I had it dismantled. :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 13, 2008, 12:18:37 pm**

Well, the group to the north is (naturally) the one group of goblins that is no threat whatsoever, having nothing in the way of ranged weapons. The two elite bowmen are a very serious problem, since they come with about ten other archers.

Another problem is that if you let the army outside, they all start running off to 'equip item' off the destroyed caravan. That's the only reason that we survived the bow goblins, I think, since the fortress and royal guards wanted some of the loot too, so there were quite a few experienced dwarves around the gate.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 15, 2008, 05:37:46 am**

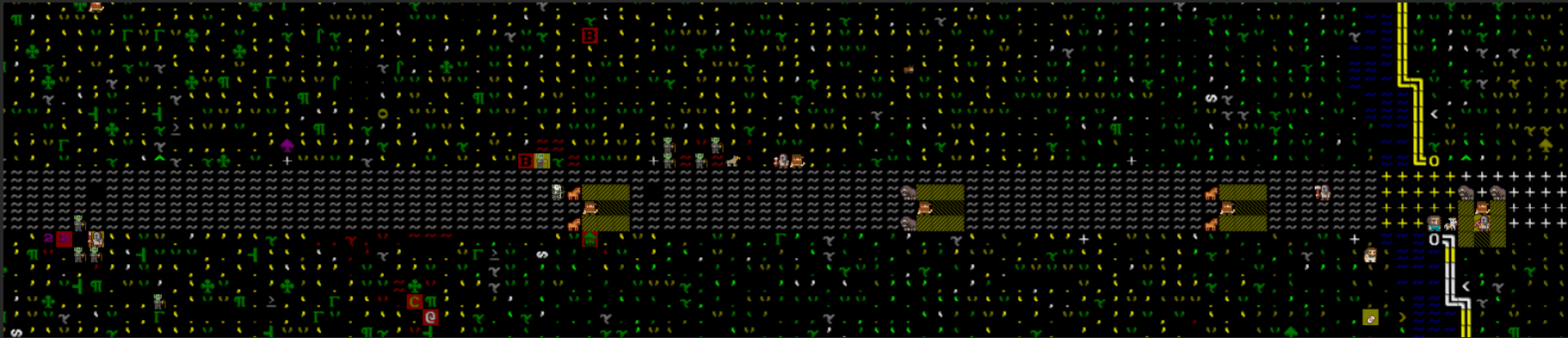
Bumping for justice. And updates. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 17, 2008, 08:45:09 am**

Finally! After four tries, the siege is over! And Kazindir didn't even die this time! Next we get to other pressing matters, such as rescuing dwarves from the swimming pool ::)

12th Limestone, 1060:

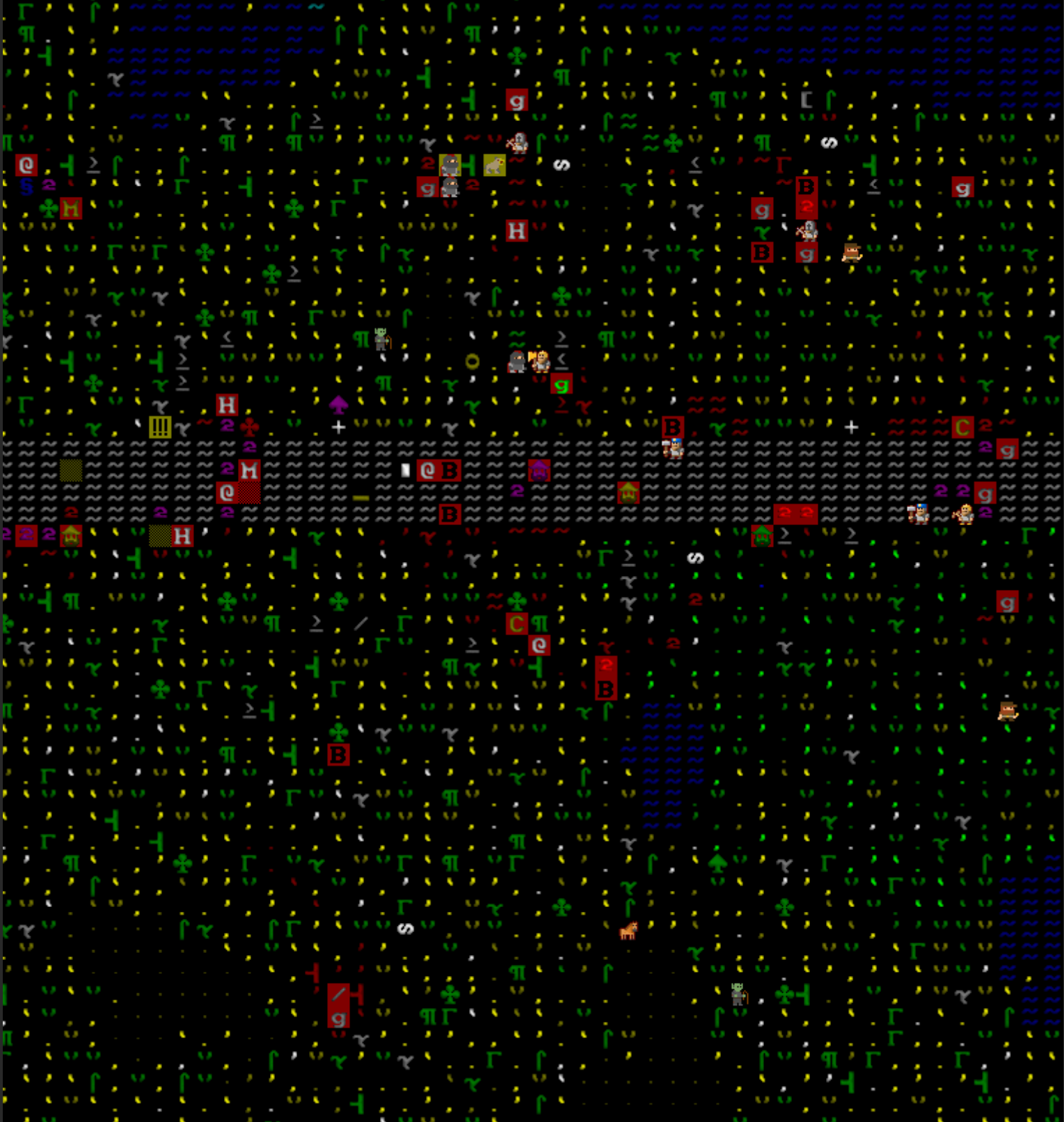
The caravan, apparently presenting a easy target, has been attacked. As soon as the merchants in the head of the caravan heard the screams of their companions near the end of the line, they all turned about to flee. Straight into the goblins.



13th Limestone, 1060:

The tide has turned in the favor of the merchants! Apparently they were not as weak as the goblins thought. Two of the wagons even escaped. Heeding the call of armor and weapons left behind in the overturned wagons, our entire military is now joining in to the battle, in a piecemeal fashion, so that they can get shares of the loot. I may have to forbid anyone going near it, since it remains important that the military remain at its posts!





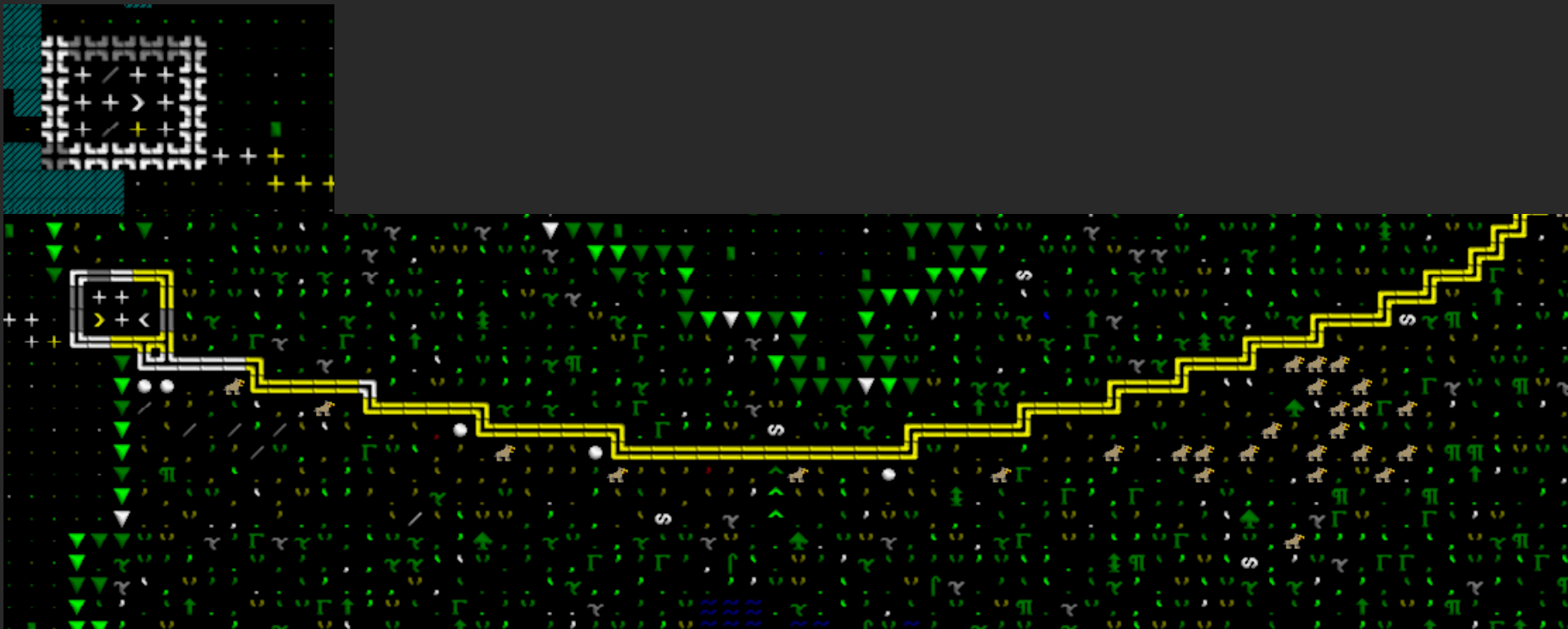
15th Limestone, 1060:

Kazindir is asleep. The second group of goblins has almost reached the bridge. Without Kazindir to lead them, the remainder of our military mills about in confusion in much the same fashion as headless chickens.



16th Limestone, 1060:

The first group of goblin archers is marching past the outer guard tower, but the marksdwarves who are supposed to be in the tower are nowhere to be seen.

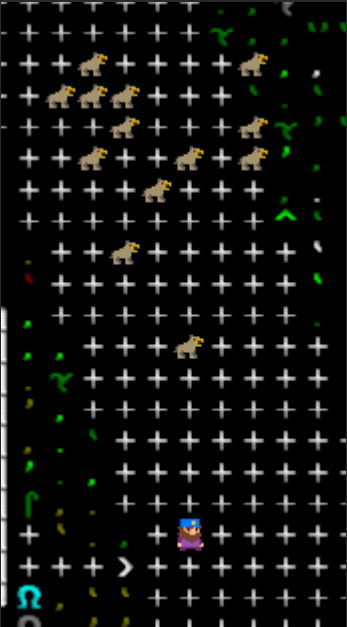


Kazindir awakes! He is currently making short work of an elite axe goblin.



17th Limestone, 1060:

The group of goblins at the bridge was charged by Kazindir, and summarily dispatched. By the time the rest of Kazindir's squad (which wasn't far behind!) reached the fray, Kazindir had singlehandedly killed or incapacitated nearly half of the goblins!



Meanwhile, due to our missing marksdwarves, the marksgoblins have taken the outer gate. We lost three dwarves there, all of whom were disobeying orders in order to pick up some of the (forbidden!) loot from the fallen caravan.



19th Limestone, 1060:

The goblins are breaking ranks and fleeing! Unfortunately, the price was heavy. Two champions as well as others lie dead on the battlefield.

The siege is officially broken! Kazindir is chasing down the fleeing goblins. I just hope he won't get in over his head if they decide to make a last stand.



In the chaos, a kobold thief managed to sneak in. It probably won't get far, however...



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 17, 2008, 03:27:33 pm**

Hooray! Kazindir's alive! And awake! And killing goblins!

That siege must have been an absolute arse to fight through. Getting through with casualties that low is damn good - were the casualties anyone we cared about? Named dwarves, the famous Endok, certain nameless traders who never get round to actually trading?

And how's the rest of the year going?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 17, 2008, 03:40:35 pm**

I don't believe the casualties were anyone important, although one of the champions that died (Zasit) has been mentioned a couple times, mostly as the guy who becomes squad leader when Kazindir is AWOL. Other than that, we just lost a couple random fortress guard and soldiers, mostly those that were too busy with Pickup Equipment to notice that the equipment in question had been forbidden :P. I don't believe that there were any civilian casualties, since everyone managed to get inside (amazingly enough, given the carp catching wall construction project which was designed to protect from just such an incidence - once finished of course!), and since the entrance dance never made it out of the main keep.

The rest of the year will probably involve me trying to figure out how to lower the water level in the swimming pool, and quickly too, since several dwarves are stranded. It'll be tricky, since if the water level goes too low, it'll trigger the floodgate to open again.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 17, 2008, 05:43:02 pm**

Cool :)

Is the water in the pool still the same depth it was when they managed to swim across it the first time? If so the dwarves are being rather silly. :P

Checking Endok's scribblings, it depends on what floodgates are where now (is the pressure pad one a new floodgate?) but pulling this lever (<http://mkv25.net/dfma/poi-6842-wellfloodgate>) will open/close the gate at the bottom of the well. Once that's closed you just need to deal with the water in the pool.

If that won't work, pull this (<http://mkv25.net/dfma/poi-6844-waterwheelaxleemergencyshtutoff>). (You may need to pull the lever for this (<http://mkv25.net/dfma/poi-6410>) in order to reach it.) Will stop the pump at the bottom of the well, so you'll only have the swimming pool water and the few tiles of water at the bottom of the well itself to deal with.

Maybe only depth 2 water will do? Hmm. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 17, 2008, 11:18:16 pm**

Yes, it's the same depth as before ::) It's somewhere in the 5-6 range, but that doesn't seem to stop them from pathing in, then climbing out wherever they can. There are two dwarves stuck on the 'islands', while another got stuck in the back tunnel (last place to fill), and is now bobbing up and down in the water complaining of thirst.

I'm going to have to shut down the pump, since I connected the pressure plate to the lever controled floodgate because of some oddities in pressure plate behavior.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 18, 2008, 03:10:31 am**

Quote from: Keldor on August 17, 2008, 11:18:16 pm
...another got stuck in the back tunnel (last place to fill), and is now bobbing up and down in the water complaining of thirst.

It's a shame we can't fill the pool with rum or something instead of just water. Then the problems with dwarves not wanting to go in to it, and the problems of trying to empty it would be gone in an instant...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 19, 2008, 04:40:52 am**

I just had an even better idea for extending the waterworks to vast and giddy new heights of pointless complexity! :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 19, 2008, 06:23:00 am**

Building a giant reservoir over the entire map at the top of the Z axis, with regularly spaced outlets underneath, controlled by floodgates connected to a network of levers, so that pulling a single lever can flood any small area of the map and wash away sieges, or pull the lot and call ourselves Noah, Shem and Ham?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 19, 2008, 06:46:52 am**

No. :lol:

It will require the dragon and/or hydra or any other megabeast though. Or not really require but would work best with. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 19, 2008, 02:22:35 pm**

I LIVE!
I just got back from Croatia, and I'm ready to go tomorrow.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **August 19, 2008, 02:27:15 pm**

This is a VERY(!!!) good succession game, I've just read all the way through it, and this is now the personal favourite (of what I've read) thread in the comunity section!

I was wondering if I could have a turn, I have a small idea of how to capture those darn carp

And best of all, it won't flood the fortress!!!

Well... It SHOULDN'T... :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 20, 2008, 03:30:30 am**

I'm mildly amazed that I haven't been skipped.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 20, 2008, 04:08:17 am**

This succession game is a fairly slow runner - I don't quite know what it is, but FPS tend to be on the low side, and it took me about 11 days for my last turn to be complete - and that was before more water-pumping stuff got added like the ~~drowning~~ swimming pool, and without a huge siege by seriously arse-kicking goblins to try to get through without any critical casualties. I kind of like that though - we may not be rushing swiftly through turns, but this place keeps ticking over and surviving, strip mining z-levels, building some great and crazy stuff, and generally being rather cool and entertaining.

Plus I think it's taken a while to get to you because Keldor has other responsibilities right now... ;-D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 20, 2008, 04:36:48 am**

Keldor has been taking our traders lead and is snoozing his way through his year. :P

The only things I can think of for speed are:

- 1) The carp - there are always quite a few of them in the river, I doubt they are the main cause but they won't be helping!
- 2) Pathfinding/object number - The underground bits of the fortress are rather confused and cluttered in places. I've read numbers of stockpiled items can effect FPS as well, and we have a vast stockpile of food - it was around 14000 when I last played. I've no idea if it's true but I could see how that might cause some slowdown, the game having to keep track of that much food (along with all the other goods) and for dwarves to decide what theu're eating, drag it down to the dining rooms etc. Might be an idea to turn all the fields to fallow for a year or three and see if that helps?

But as Jools says it's ok on the whole as it's still more than playable and it gives plenty of time for contemplation of new projects - and as the OP says you don't have to do a whole year if you don't have time, just do what you can. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 20, 2008, 05:16:06 am**

Stone-seeking code might be causing stuff to run slow as well. We have enough that when I get down to the "Stone" part of the stocks list, I sometimes think the game has hung - but it hasn't, it's simply trying to count the stupid number of lumps of rock our miners have dug out. And then it all gets worse when dwarves try to find lumps of stone - I can't remember exactly but I do remember vaguely something about the algorithm for finding the nearest lump of a given rock not being very good at tracking things on different floors with distant staircases, which in our case might lead dwarves to decide that the nearest lump of diorite is on our labyrinthine bottom z-level, making the path-finding process for them to (a) get there and (b) navigate the labyrinth highly processor intensive.

Or it could be the still rather stupid number of animals we have. Things did improve when I caged all the non-pets, but a few pet-related accidents might speed things up.

Or we could even cut down on the number of dwarves we have. Especially the pointless nobles (I'd like to add at this point that a Duke Consort is a vital part of the fortress and should never be killed) but perhaps we could off some of the more demanding ones. And any useless peasants we have. And maybe that relative-killing trader...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 20, 2008, 08:04:36 am**

It looks like my term in office might be given over to FPS boosting.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 20, 2008, 08:15:54 am**

Pffftt. That would be *sensible*. Do something crazy instead. We need more pointlessly large monuments or cool systems that aren't very practical.

But above all, keep the salt flowing!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 20, 2008, 08:41:15 am**

Indeed.

Sounds like turning off the farms and making all but a breeding pair of none-pet animals into pies might help then. Not sure what to do about the stone though as we already have 8 or so masons shops making blocks and things for easy storage. I suppose "stop mining out z levels" might help but that seems somewhat undwarven!

For an epic project in itself, you could always reorganise the farming/workshop/stockpile levels. They started off small in the first year but have grown organically since, so are a real mess now - eg the only route from the living quarters to the surface involves traipsing through the middle of a stockpile and has done since I accidently flooded the old route... :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 20, 2008, 09:10:02 am**

Quote from: Jools on August 20, 2008, 08:15:54 am

Pffftt. That would be *sensible*. Do something crazy instead. We need more pointlessly large monuments or cool systems that aren't very practical.
But above all, keep the salt flowing!

I wish you could salt meat.
That would solve the animals problem and we'd be using the salt.
Perhaps I should make a rambling family mansion, or a prototype house for dwarves forced to live above ground.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 20, 2008, 09:19:06 am**

I might have accidentally on purpose shut down the mason's workshops so that we had dwarves building stuff (the bridge, and extra levels of the tower) rather than just making rock salt boulders into rock salt blocks. But they could easily be reactivated. And might need to be since I immediately went and used all the blocks made to that point on building vast roads, beautiful bridges, and extra levels of tower.

Besides, the handy storage method seemed to be leaving the blocks in the workshops, so they weren't exactly productive once cluttered by 30,000 tons of rock salt blocks each. Though that could have been just me screwing things up and not letting stuff be moved...

Re-arranging the crowded, cluttered workshop areas would be good, but don't let that detract attention from cool side-projects. Like vast banks of stadium-style seating for the arena, or a multi-z-level fully engraved office for the glorious Duke Consort, or some insane system to try and wipe out the carp from the river.

And if we think that the bottom level mine might be slowing things down, but don't want to stop mining out z-levels, we could try digging out all the remaining walls to simplify pathfinding. Just leave the entire map supported by one diorite (or whatever) staircase. It'll be fine. Once empty we could even flood it as a tree farm, and not have to venture outside for wood.

Building above-ground houses would be a good idea too - but not just one, a whole mess of a maze of them, at ground level and above, linked by narrow walkways, and some rooftops to chase goblins over. And lots of twisty little alleys, so bowgoblins can't shoot us at range, but have to fight Kazindir on his terms, up close. Or a Roman villa or something - mosaics on the floor, multiple rooms, add bits on as the years go by. That might actually be a good place to house the Queen...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 20, 2008, 09:26:02 am**

Oh yes, forgot about that! I think you'd need to have strategically placed small wood stockpiles though, as wooden walls won't burn. Or at least I don't think they will, they're immune to magma at any rate, not sure about dragon fire.

Meat - you can't salt but you can sell the merchants lavish elephant roasts stuffed with minced kitten and alligator....and a rock salt block, "so they won't go off." :D

Sadly though treecaps only grow if you've discovered an underground lake or river - simply flooding an underground area won't work. Something about spores I believe.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 20, 2008, 09:32:12 am**

Perhaps a Dark Tower of Ultimate Punishment?
A cathedral?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 20, 2008, 09:53:47 am**

A Dark Tower would contrast nicely with our lovely rock salt tower, so might look very pretty... but take it from me, even in the recent versions with the ability to designate multiple tiles of floor & wall at once, they're boring to build - and forget about getting it done all the way up the Z axis in a year.

That's not to say it wouldn't be cool though, especially if linked to our existing tower at several levels with crazy sloping bridges.

A cathedral would be cool too. Especially a giant one, that would dwarf (ha) the aboveground hovels for our Peasants that we built to surround it...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 20, 2008, 10:10:48 am**

If it's a dark tower you want you could always extend theArena Tower (<http://mkv25.net/dfma/poi-6394-arenatower>). Currently it's more of a stump, only 2 levels high, but it is made entirely out of diorite which we have by the bucketload and is a dark grey.

It is near the ruins of the waterfall and even worse, the Cursed Bridge though. The number of accidents, carp devourings and mysterious deaths/woundings that've happened round there, it ain't right. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 20, 2008, 11:44:50 am**

A Dark Tower above a bloody arena?
Wonderful! build some seats for the arena, then have cages on little ledges on the walls so the prisoners can view their fates.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 20, 2008, 12:02:57 pm**

Quote from: Maggarg - Eater of chicke on August 20, 2008, 11:44:50 am
A Dark Tower above a bloody arena?
Wonderful! build some seats for the arena, then have cages on little ledges on the walls so the prisoners can view their fates.

Didn't Keldor get caged a while ago? ;-P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 20, 2008, 09:13:03 pm**

ENDOK got caged. Not Keldor. Keldor's dead :'(

XD

And, yes, I have been a bit slow posting, what with that accursed goblin siege that kept crashing, or wiping out the entire military, and also with the fact that I somehow managed to be hit with no less than my turn for THREE succession games all at the same time (one of which has also been having problems with crashes during a siege) >.<

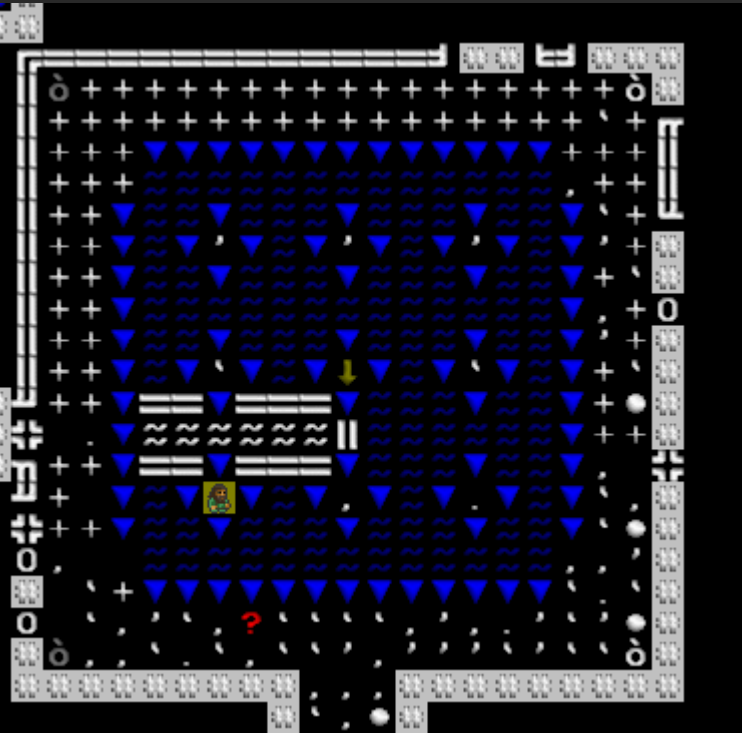
[edit] Added ChazzyBurger to the list [/edit]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 21, 2008, 12:12:34 am**

Well, I'm up through to the beginning of winter now. Almost through!

19th Limestone, 1060:

With the siege at last over, I now turn my attention over to our next major problem.



Several dwarves have been stranded in the swimming pool and are becomming most unhappy at this situation. If any clue was needed to prove that it is indeed too deep, we have it here. I have ordered the pumps stopped and an additional area channeled out for the pool to flow into, thereby lowering the water level. It's important that the pumps be off, since if a mistake is made in enlarging the pool the floodgate will probably open to add more water.

21st Limestone, 1060:

I never realized how many pet cats Iden Kizbizrimtar Shukarkâkdal, a champion of our fortress guard, had until today when I saw them following him outside!



25th Limestone, 1060:

While his pet hippo may think otherwise, ïngiz Dallithavuz, the engraver, has stated that the swimming pool is simply too deep to properly engrave the bottom. Where are those miners??

1st Sandstone, 1060:

We have a new champion! All hail Sazir Alåthrab Gebôtthat Roldeth, or Sazir Boltglowing the Dented Direction of Anguishing. It's only a pity that he's a royal guard.

4th Sandstone, 1060:

Migrants have arrived, despite the danger! I guess they want to be here when I tame my historic first carp!

5th Sandstone, 1060:

I have just been informed that a dwarf has been sentenced to 4 hammerstrikes for failing a mandate that I was never even informed of! Something will have to be done about this duchess! Alternatively, perhaps we could simply lock the hammerer away?

8th Sandstone, 1060:

Another of my donkies has been dragged to a watery doom by the carp. Why can't they simply stay away from the river banks like everyone else??

19th Sandstone, 1060:

Mafol Nangêszuglar and her baby Zasit were pulled in to a watery doom by the carp. She was trying to cut down a tree that was on the river bank, but picked a very poor place to stand.



23rd Sandstone, 1060:

This water really IS deep! I'm not sure I can get out!

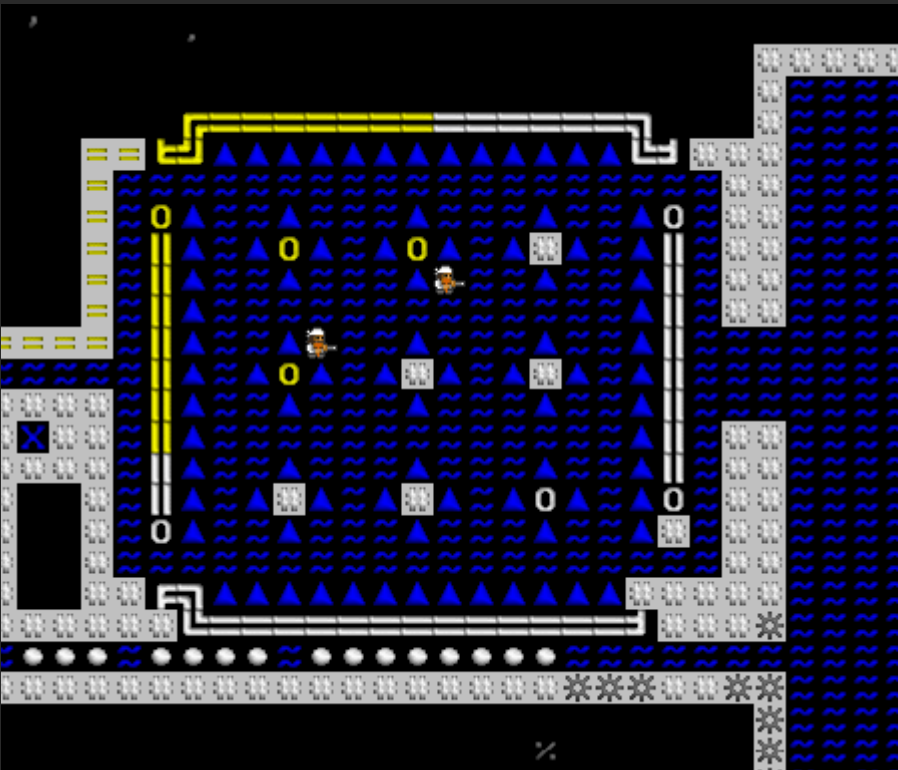


5th Timber, 1060:

Kikrost Dolillogem has finally starved to death. We all knew it would be for the worst when she alone refused to leave the central pillar in the pool, even when the water lever was low enough for me to engrave the bottom.

17th Timber, 1060:

The swimming pool is finally shallow enough to safely swim in! Moreover, the pressure plate has been removed, so the floodgate opens only by lever now.



19th Timber, 1060:

Dwarves have begun to call our hammerer ïngiz Okirbin Zon Azin, or ïngiz Elderslings the Helms of Watching for his many kills. Unfortunately, these kills were all fine dwarves that failed some mandate or other.

20th Timber, 1060:

One of our weapon traps somehow got sprang and killed a cat. I thought cats were supposed to be light on their toes?

22nd Timber, 1060:

I just sighted that suspicious Duke Consort looting a large gem from the caraven wreck. Cursed nobles.



Today we were blessed with a litter of lion cubs! Such beautiful creatures...



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 21, 2008, 03:24:01 am**

Succession turns are like busses. You don't get one for ages then three turn up at once. :)

That swimming pool was more dangerous than intended - iron dwarf swimming lessons! You either learn to swim or you die.

Hmmm.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 21, 2008, 10:49:14 am**

Succession games are very much like buses. Slow, late (I'm probably the worst offender there), and full of weirdos. ;-P

Cool update! It seems the swimming pool might need a little more work, but everything else is going as normal (kittens everywhere, carp-related deaths, me stealing valuable stuff - just be grateful I stole the large gem rather than mandated it...).

Given our champion losses, can I suggest un-Royal-Guarding the new Champion and putting a peasant in his place? I'd rather have our good soldiers under our direct control....

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 22, 2008, 12:35:35 pm**

In case my go starts over the weekend, I'm in Chester until Monday, but I'm on a school holiday, so I should power through it.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 23, 2008, 10:08:41 am**

But, but, but the salt must flow, even to Chester! ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Sinned** on **August 23, 2008, 11:58:41 am**

Love the updates... keep em going. I enjoy reading these topics a lot :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 26, 2008, 03:21:11 am**

It looks like I was safe.
Again

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 26, 2008, 05:35:26 am**

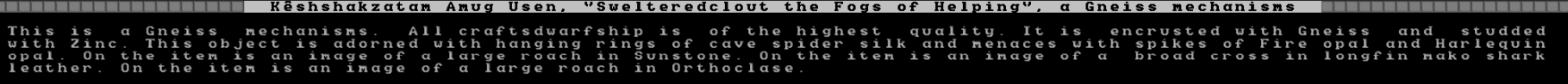
At last, the conclusion of the year 1060!

3rd Moonstone, 1060:

Winter comes, and Jools has mandated the construction of a buckler. I wonder what he wants it for? Ah well, this at least is one mandate we should have little problem fuffilling.

7th Moonstone, 1060:

Besmar just emerged from his workshop holding the most marvelous mechanisms I have ever seen! Alas, he has no idea how he made them. I've attached a sketch so that the reader may also see the genius of these mechanisms.



11th Moonstone, 1060:

Today I awoke to a great rumbling. I immediately ran down to see what the miners had collapsed, only to discover that they had all been on break since last night. Heading outside, I climbed atop the wall, and then I saw it! We have been visited by a titan! The military has been activated, and everyone is to stay inside until this crisis is over.

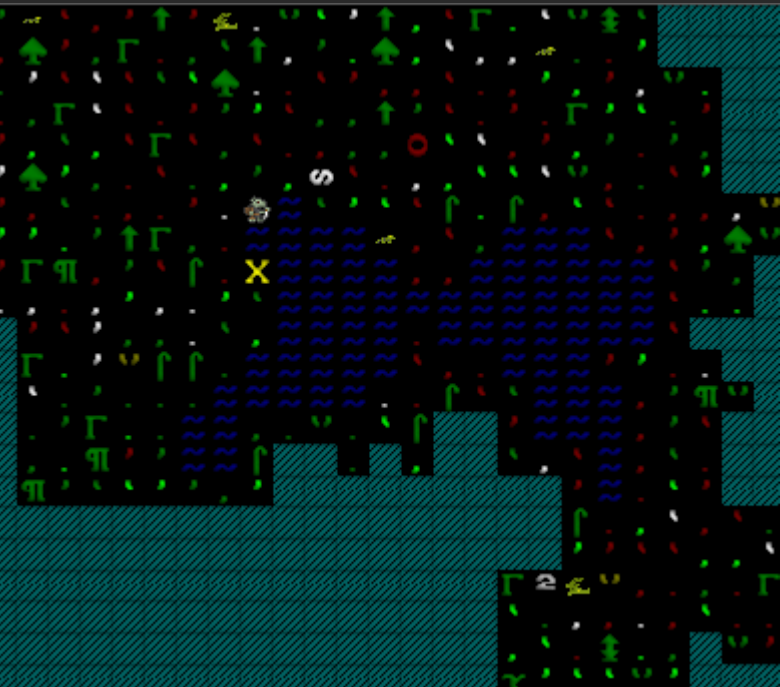


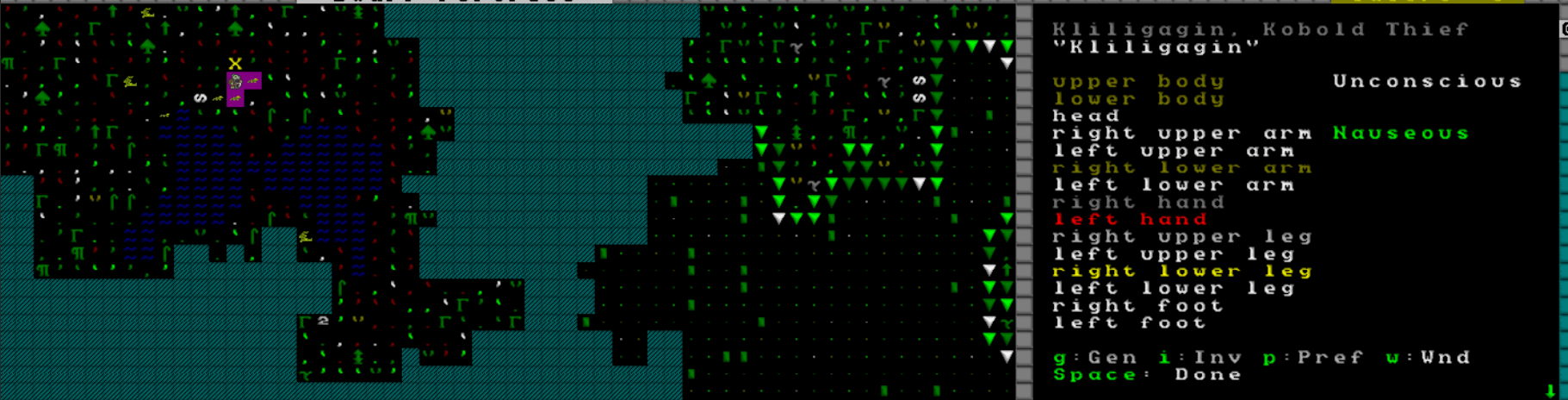
13th Moonstone, 1060:

The Titan had almost reached the back gate when it sighted one of our horses that hadn't yet made it inside. Giving a bellow of glee, it has given chase. At least this gives the military more time to reach their posts, though I certainly hope that Kazindir doesn't decide to take the oppurtunity to take a break or a snooze or a drink.

15th Moonstone, 1060:

While the titan continues to chase our horse around and around outside the back gate, a kobold tried to sneak into the fortress. Unfortunately for it, it's path took it straight into the alligator spawning grounds. This should prove entertaining.



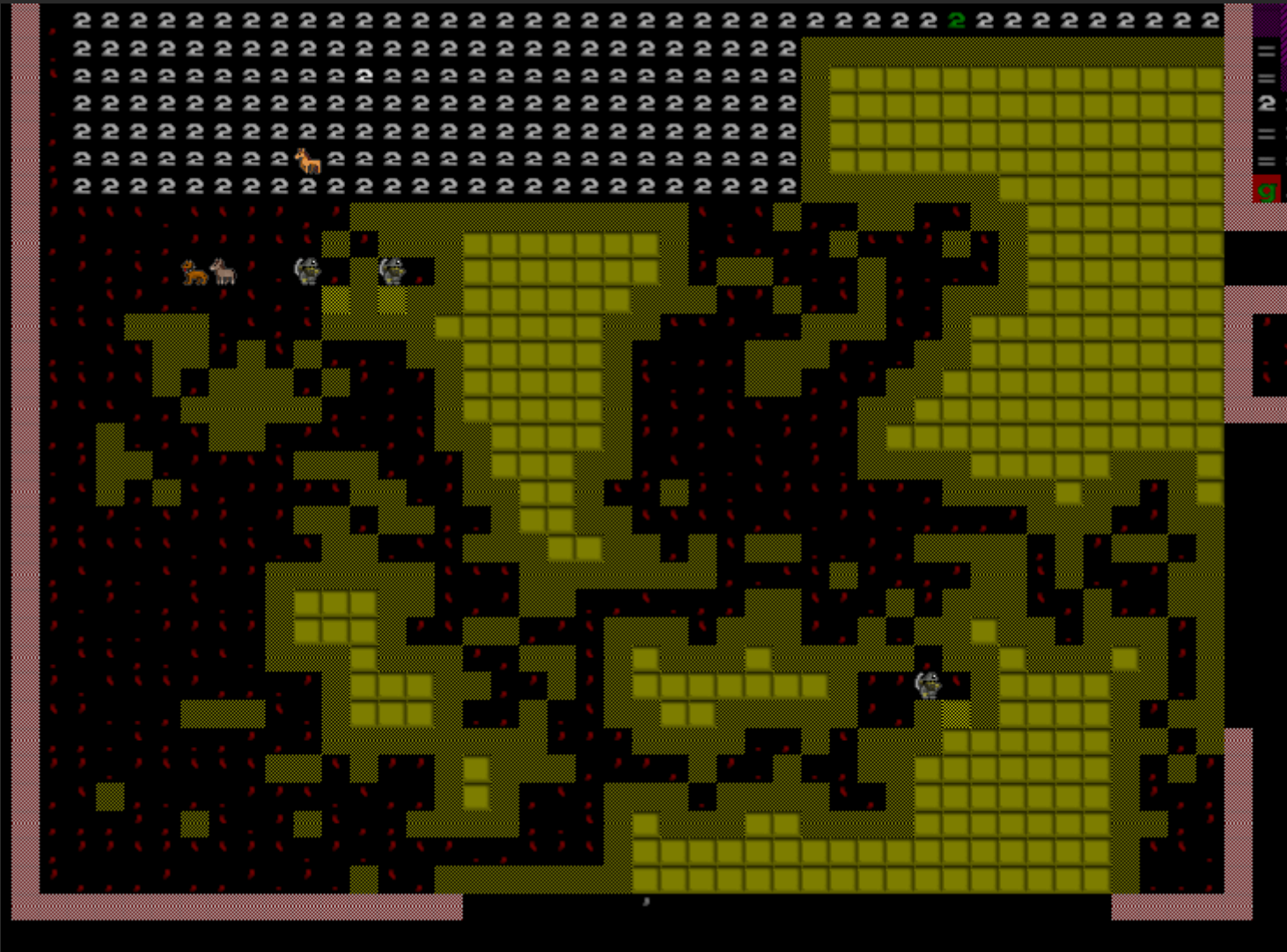


16th Moonstone, 1060:

The titan finally caught up to the horse, and pummeled it into the moat, nearly drowning itself as it dived in after the horse. It then stomped through the back gate, where it was ambushed by Kazindir's squad at the stadium. The skilled soldiers made short work of the titan, only suffering minor bruises and scratches in the process.

17th Moonstone, 1060:

While the miners insist that they are enlarging the bone stockpile, I think they are really just trying to make a maze to get themselves lost in, in case someone tells them to mine something important.



18th Moonstone, 1060:

Kogan Sazirbakust, one of our finest carpenters, was torn apart by alligators today. Apparently he thought it would be a good idea to store the remains of the kobold they killed last week in a stockpile. I've forbidden anyone from going near the place, since it's clear that common sense is lacking around here.

22nd Moonstone, 1060:

Our new underground trade depot has been completed, and is fully accessable by wagon and by foot. No longer will a siege disrupt trading! The new depot is built of pure gold, and embossed into the shape of the top of a salt shaker.



9th Opal, 1060:

A herd of cats was sighted today near the cursed bridge. No one knows just what to make of this.



10th Obsidian, 1060:

The last two months have been quiet, allowing us to work on the secret project. Nevertheless, I am worried that it won't quite be finished at the end of my term...

20th Obsidian, 1060:

As if dwarves ignoring my orders to make some electrum items for the tax collector weren't enough, she now demands that we put a bed in her dining room. How odd.

Owned Objects : 49

Holdings :

Throne Room
Great Bedroom
Grand Dining Room
2 Chests
1 Cabinet
2 Weapon Racks
2 Armor Stands

Needs :

Office
Modest Quarters
Modest Dining Room
2 Chests
1 Cabinet
1 Weapon Rack
1 Armor Stand

Demands : bed in Dining Room

Mandates : Make Electrum items (3/3)

1st Granite, 1061:

Alas, the secret project has not been finished in time for me to step down from leadership of Kulettögum. I will advise my successor on the final steps for completion, for there only remains a couple weeks worth of work. First, the construction is located in the outer courtyard. It is an arch which spans over the road. All that remains to be done is to finish the walls on the second to top level, and build the roof on the very top level. Rock salt block production has been heavily boosted in the last month, so it won't be long before there are enough blocks to finish the job. The construction will be named "Urdinronush Göstangekurtorishrovod Etar", or Towerswept the Awe-inspiring Mighty Crown-Arch of Kings.

Map: <http://www.mkv25.net/dfma/map-3451-abbeyverse> (<http://www.mkv25.net/dfma/map-3451-abbeyverse>)
Save: <http://dff.d.wimbli.com/file.php?id=480> (<http://dff.d.wimbli.com/file.php?id=480>)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 26, 2008, 06:20:01 am**

The best thing is, I won't be away again for quite a while :3

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 26, 2008, 08:28:39 am**

Oh my.
This is a bigger challenge than I thought.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 26, 2008, 08:43:50 am**

No surrender!

It mostly runs itself really. There are plenty of trees around the the odd logging trip will keep everything ticking over fine and we have around eleventyzillion food anyway. With that done it's more about "improving" the fortress, either with actual improvements or huge projects, whilst fightnig the sporadic goblin hordes. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 26, 2008, 08:44:48 am**

Thank god, I'm used to intensive micromanaging
Time to pave the old enclosure and make a temple to the best god.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 26, 2008, 09:04:22 am**

BUTLER, damn you! I said I wanted a BUTLER, to spread my fox liver pate on my plump helmet biscuits!

I did not want a poncy little shield!

Gah.

I love the arch though. Very... triumphant. And all the other stuff, like making a bone stockpile big enough to fit everything that dies in this accursed place. Shame we couldn't capture the titan though. It would have been nice to have another megabeast pet looking for an owner.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 26, 2008, 09:21:56 am**

I shall promptly assign a butler for you.
And make him a buckler.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 26, 2008, 10:01:10 am**

Quote from: Jools on August 26, 2008, 09:04:22 am

BUTLER, damn you! I said I wanted a BUTLER, to spread my fox liver pate on my plump helmet biscuits!

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I love the arch though. Very... triumphant. And all the other stuff, like making a bone stockpile big enough to fit everything that dies in this accursed place. Shame we couldn't capture the titan though. It would have been nice to have another megabeast pet looking for an owner.

You should have spoken more clearly then!

As for the arch, would you believe that there's no dwarven word for victory whatsoever?

Oh, be careful with the trees for now - we're only just under the elven tree limit for last year, and I know Jools will want more pet jaguars.

One strange thing about this - the elves appeaar (in the civ screen at least) to count logs in the stocks screen (including those made into buildings) rather than actual trees cut, so the total is cumulitive, BUT, they will let us cut as many trees as we want, provided we use up the logs.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on August 26, 2008, 11:31:40 am**

Quote from: Keldor on August 26, 2008, 10:01:10 am

As for the arch, would you believe that there's no dwarven word for victory whatsoever?

That's brilliant. Losing is not just fun, it's all we can do, because we don't have the language to explain anything else.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke on August 26, 2008, 02:05:11 pm**

I'll have my first update tomorrow, today was a bit messy.
That, and I forgot to save before I tried to view the stone stocks.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on August 26, 2008, 02:35:59 pm**

Quote from: Magqarg - Eater of chicke on August 26, 2008, 02:05:11 pm

I'll have my first update tomorrow, today was a bit messy.
That, and I forgot to save before I tried to view the stone stocks.

Nothing wrong with messy. Especially if it happens to be building-huge-and-pointless-but-cool-stuff messy.

And yeah, our stone stocks are probably a bit stupid now that we're pattern-mining a second z-level to dig out or expose every single rock wall on the level. However I'd be surprised if that crashed the game - I'm guessing it's probably just not responding while it counts everything. It might manage it if you leave it overnight...

...either that or we've dug out enough crap to cause an overflow error. Now *that* would be cool.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir on August 26, 2008, 07:56:05 pm**

Should probably stop trying to mine entire levels so all walls are showing tbh, we've got lots of "stuff" as it is and I doubt all those rocks are helping the fps much. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor on August 27, 2008, 01:00:55 am**

Erm... about those stone stocks- they take forever to load, but don't actually crash. Also, I might have forbidden everything other than rock salt when I was rushing to finish the arch, and forgot to forbid...

Want me to upload a save with the rocks claimed?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke on August 27, 2008, 03:05:22 am**

No, I can manage.
I just hope that I don't get sun-sickness when I go outside for the first time when my go is over.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on August 27, 2008, 03:35:05 am**

I have to say I like the principle of mining levels so that all walls are showing - it means we know exactly what we've got, and can dig out every little bit of wealth in the ground. Of course, it does slightly complicate one or two plans I have involving traps that deposit unwelcome ~~elves~~ goblins from a bridge at the top of the z axis to a spike-filled pit at the bottom of the z axis, but I'm sure I can work round it.

Oh, and I have another crazy plan for my turn (when it comes) as well. One construction project, one digging project. I probably won't finish either, but I should be able to get enough done that you can see what I'm doing. Besides, the construction project will be more of a meta-project to enable the construction of something truly epic, rather than an epic thing in itself.

I might even finish off the tower too.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke on August 27, 2008, 04:24:03 am**


The Diary of Maggarg, something of Obsidian 1060-something

I was running away from my last great failure (The Great Sand Tunnels) when I fell over.
This isn't the most auspicious start to an entry, but bear with me. I had fallen over the tent-pegs of the King's hunting tent. The very same king who has made me give up my adventuring life to become a governor. However many times I bail and run away, the wily old

bastard catches up with me.
Or I catch up with him by accident.
Anyway, I thought I was safe at the moment, but I forgot about his Legendary hearing, and as I tried to make good my escape, the old goat pinned me to a tree by my beard. I don't know how he moves so fast, or how he got to be so good with a bow. I digress. The king saunters up to me with a nasty grin on his face and tells me he's glad to see me.
He has just the job for me, apparently.
If this is just the job I want, why am I in the prison wagon?

1st GRANITE 1061
AAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAGHAHGAHGAHG
I'LL GET THAT KING IF IT'S THE LAST THING I DO!
I'm in a giant, rambling fortress full of senile former rulers telling me what to do, right next to a river infested with CARP! The watery horror!
The place is HUGE as well! It's so big dwarves actually have to *pay* for things!
Oh god, there are nobles as well. I. Am. Dead.
There, it's out of my system. I'll just go around and meet a few dwarves.
Fist things first though, I'm slaughtering a few stray animals.
Filthy things.


2nd granite
Puppy for dinner lads! I do love the taste of meat after all these years of living on plump helmets.

 (http://imageshack.us)
Anyway, the scant instructions left by the previous rulers tell me to finish the Secret Project, which is a bloody great arch, and the tax collector wants a bed in her dining room.
Personally, I suspect that she's too fat to get into her bedroom proper. Oh, it looks like it's already there. There are already wine stains and crumbs on it.
By Armok's beard, I just saw the pump mechanism for the pool. The axle is immense.
Perhaps I'll enjoy this more than I thought.

4th granite.
I was just walking into the Duke Consort's room to ask him about the day to day running of the fortress, and I was nearly killed by the weapon traps behind his door. He is clearly quite mad.
I decided that after we finish the arch I'm going to have the inner enclosure paved over.
It looks awful at the moment.

5th granite.
Finally found the room that's supposed to be mine. It's all yellow, and the only seats they had were in microcline and orthoclase.
I hate gaudy rooms. I prefer the granite of my homeland. Ah, how I miss Mistthrones, with her waterfalls and great stone cliffs.
Blech, and the salt dust in the air here! I've taken to wearing a pig tail mask to keep it out.


6th granite.
Hmm. The presence of these carp is worrying.
I hear of a fort far away that has a machine that drains water at an astonishing rate.
They call it the Waterbore. Far too ambitious for me, and there was a dwarf in a bar somewhere that said the Waterbore was cursed, and that it made storms and killed the land. The elvers hate it, but then, they hate everything we do. Blasted hippies.
It looks like the duchess recently had a baby girl. Gods, I'm not good at diaries, I'm having a drink.

9th granite
Finally got my rooms furnished with a bed and dinner table. Nice and simple, unlike *some* people.
 (http://imageshack.us)

Actually, I found some empty, unfinished rooms carved in the salt in the main housing thing.
In fact, I found out that quite a few of the former rulers have no tombs, no great relics to leave behind.
I found this appalling! I plan to dig out all the tombs I need for my precursors, and each shall be unique!
Without tombs:
valter, miner
Omega, useless philosopher
Dresdor, useless quartermaster
My wonderful self

10th granite
Egad, are goblins attacking?
No. It's just all the captive goblins
Hmm, I might just make myself a cosy retreat in the hills with a little rum cache.

12th Granite
Asob Tostoslan has come of age today. At first, he wanted to go away to a big human city and play "music with rocks in" Sounds daft to me, music is just sound, and you can't haul rocks with that, I told him.
I gave him a nice hauling job when I said that.
Kids today, I mean, when I was a lad, I was happy with the sagas told from my grandad's knee.
Of course, that was back in the day...
(Here, his log breaks off into nostalgia and whining about young dwarves today.)
... And the elves arrived today. How I wish this place had a good ol' death trap.
Water tastes of rotting carp.

14th Granite
Hey, we have a waterfall here! Lovely, it'll remind me of home. *looks back at previous entries* Oh. Perhaps not. My tomb was dug out today, I see no reason to fill it that soon.
 (http://imageshack.us)

First update.
Nothing interesting happened so I had to babble a bit.
The dwarves seem to have an aversion to working on the arch :C.

Nice start. And nice tomb. It appears we're neighbours, by the way. Keep the noise down or I'll have to go and have a chat with my friend the Hammerer.

Looking at the stockpile, I suggest barrels for all those cooked meals, so they don't get damaged by the swarms of puppies and dwarves walking all over them.

Oh, and the lack of work on the arch may be down to loads of masonry workshops kicking around the place, so anyone with the masonry labour on might be churning out rock blocks instead of building giant eternal monuments to ~~my~~ our glory.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 27, 2008, 04:53:29 am**

what is the carp trap for?
A trained carp army?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 27, 2008, 05:35:02 am**

Pet carp, I believe. I don't think we have the carp modded to be trainable for war.

Either way, dumping goblins into a carp-filled pool sounds like fun. And ideally making the carp non-hostile to dwarves.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 27, 2008, 05:59:04 am**

Shall I find a dwarf I don't like to train them?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 27, 2008, 06:40:15 am**

You've got carp already??!?

Send dresdor to train them. If you don't dislike him yet, you will as soon as the first caravan arrives and he suddenly decides to spend all his time eating, sleeping, drinking and attending parties instead of, say, trading.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 27, 2008, 06:48:31 am**

No, no carp yet, I'm anticipating.
Perhaps I should build a prison where the prisoners must man pumps all day or drown.
On second thoughts, dwarves would prefer to drown than lift a finger to save themselves.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 27, 2008, 09:12:33 am**

15th granite
The Green Party local MP arrived today (Aka, Elven diplomat) No doubt I'm going to have to put up with the silly tree demands and jokes about my height and beard.
17th granite
The construction goes well, if slowly, on the arch.
I decided to pave the central courtyard. No pretty patterns though, I don't hold with them.
Also, I wonder why we have all those cages.

20th granite.
Nothing is busy happening.
Nothing has cancelled Do Something : Doing nothing.
Jools wants Bucklers again, apparently. However, he did say something about a butler earlier, so I appointed a butler for him. Some old royal guard.

23rd Granite
Having my tomb engraved. I found out about the carp traps and the plan to tame carp.
I only found it out by some serious investigation. It seems they think I'll think
it's totally batshit crazy. It is. I like it.

24th granite.
I saw a small-useless-looking building tacked on to the wall.
I've ordered that it be turned into a watchtower.

28th granite
Actually, governing a giant fort isn't so hard.
Things just happen, which is nice. That king gave me an easy job.
Must be going senile.
Perhaps I'll take up smoking. I know a few dwarves that do, and apparently humans bring tobacco on caravans.

1st slate
Only another 3 walls and one floor slab before the Great Salt Arch is revealed.
Sort of.
Argh, what's that stink? Someone's been leaving dead animals at the bottom of a staircase to rot! I knew that there would be a drawback to butchering all the adorable baby animals. I feel like eating lunch.

2nd slate
I was just remembering the old burial customs of Mistthrones today.
When a dwarf died, he was buried in his room, and more often than not, the room walled up.
Hah, I remember my father going to sleep and being walled up.
Old beggar was furious when he found out and had to batter his way out.
The poor dwarf who walled him in didn't show his face for a year.

4th Slate
Erush Zanolroddom is now a Champion. We held a small party in the statue hall, then we let him go and wander around being a champion.

The Events of the Fifth of Slate, 1061


Maggarg Egenushrir was sitting at his dining table in the dark, tracing patterns in the already thick dust when someone burst through the door, letting some light penetrate the dark, spartan interior of the Leader's rooms. It was Melbil Olontakuth, one of the masons working on the arch. He recoiled slightly at the damp, fusty smell.

"Yes, Mr Olontakuth?" The leader spoke first. The mason replied." We've finished the Grand arch sir! We're placing the golden statues on top of it now, sir. The shine of the gold and polished stone should attract traders and migrants for miles around!"

The old dwarf at the table waited a while before giving a response.

"It will also attract goblins and raiders, although we are well defended from them.

Personally, I find it ostentatious and vulgar, but I suppose I must please the former rulers and the dwarves of this place. I shall stay here though, I dislike the bright sun you get down here. You must remember I was born and grew up in a place where the sun was seldom seen. You may go back to celebrating."

 (<http://imagehack.us>)

Diary of Maggarg Egenushrir, 6th slate

Very little work done today or yesterday. The others were busy celebrating.

Can't say I blame them, even at mistthrones we celebrated architecture.

I have recently found out about a cousin of mine with the same first name as me.

Maggarg Brokenhaft, currently hiding out in Migrursut. No surprises, he was always a deviant, travelling the world like a human. I keep getting mistaken for him.

They sign me up to be a quester, or a quirky ruler, but get me. Better that way.

I shall lead them to sensibility and hard work.

(at this point, I can indeed see the FPS get better. I've slaughtered countless stray animals and their remains are at the bottom of a pit, for the most part.)

9th slate

The Elven diplomat finally found me. Much to discuss, apparently.

About time, if it's that important.

10th slate

She finally got around to speaking to me. Again with the hundred trees.

Hell, I'll negotaiate with them. I only want to clear the courtyard.

11th slate.

The duchess likes querns, and the crazy consort likes bows. Ones with swivel things on the bottom so he can mount them on his desk and dining table, apparently.

Even odder than everywhere else, apart from that baroness with the rather peculiar fetish for gnomish flying helmets and celery sticks.

12th slate.

Idiots have arrived, despite the carp.

I drafted a few of them into the guards. I kept the rest of them as haulers or crafting apprentices.

That old watch-house looks more menacng to me by the day.

Apparently, there is a well there, so a potential criminal could hide there, or a goblin ambush could lurk.

14th slate

Perhaps I should organise a system to these guards.

Say, a large building with offices, a barracks, an archery room, all sorts of things.

But what to call it? We're a metropolis, so, um... The Metropolitan Guard!

We'll call the offices Nist Akath yard! Brilliant! I always knew I was a genius.

I'll build the place from salt, of course.

Of course, there must be offices, especially for the captain of the watch.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Kazindir** on **August 27, 2008, 01:15:16 pm**

Sounds like a great idea, I need more room for armour stands. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Maggarg - Eater of chicke** on **August 27, 2008, 01:52:12 pm**

Sounds like there's no such thing as too many.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Jools** on **August 27, 2008, 02:55:11 pm**

At one point I did give Kazindir every single armour stand in the fortress that hadn't already been placed. There weren't many, and they were all crap, but I felt it was a nice gesture at the very least.

Plus the extravagance in his room might drag the focus of attention away from the weapon traps installed in mine...

Oh, and when the elves demand you cut down no more than 100 trees, is anyone else tempted to wait for them to arrive next year, then cut down 101 trees while they're arriving?

And then try and flog them the lumber, just to add insult to injury...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Kazindir** on **August 27, 2008, 03:01:51 pm**

I used to have an artefact table, but someone nicked it. :(

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Maggarg - Eater of chicke** on **August 27, 2008, 03:02:02 pm**

can I just injure them?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Jools** on **August 27, 2008, 04:09:46 pm**

Quote from: Kazindir on August 27, 2008, 03:01:51 pm

I used to have an artefact table, but someone nicked it. :(

<Looks innocent>

I was set on nicking dresdor's table, not yours. Should be easy to find if it's an artifact, though, no?

It could have been swiped and dumped in a noble's room to up the value, but I don't think I did that - I'd have told you about it at least.

And then gone and hidden in my rooms behind the array of maul traps.

As for injuring elves, go ahead, but preferably only after nicking all their stuff.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 28, 2008, 04:37:50 am**

Endok is the one who should train the first carp. After all, we IS the one that set up the first elephant traps, and tamed them...


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 28, 2008, 08:31:05 am**

16th Slate

I admire the good work ethics of some of the dwarves here. They'll only have a sick day if they can't crawl to work, and some of them are so tough even that doesn't bother them.
Why, I saw a dwarf limp past with what looked like a ruptured lung, but he was still hauling a huge block of stone.

21st slate
The hippy cannibal diplomat finally left after making a few jokes about height, beards and mud.
I made a few jokes about halitosis and intimate relations with trees and animals of the forest. And ears, of course.
One day their "elder race" will be in deep schtuck.
And now the surface-dwelling humie diplomat wants to talk.
Arg.
Nist Akath yard goes well, however.

24th slate.
I have just noticed that a lot of the area around this "swimming pond" is still unsmoothed and covered in rubble. This must be corrected.
Started on Omega's tomb today, leaving only Dresdor and valter.

 (http://imagehack.us)


26th slate

I have found another unfinished watch tower, this time by the west gate.
It seems my predecessors were more lax than I thought, for I have already built one unfinished watch tower. And still that empty one on the north road haunts me. I swear I saw smoke this-morning.
The Carp Fishery nears completion. Only one more cage.

2nd felsite
Jools, our jabbering paranoiac of a duchess consort or whatever he does has come to me saying something about a buckler with a broken leg.
Oh, a *butler* with a broken leg. I told Jools that now was a good time to have a reversal of roles day and turned him out of my dining room.
I decided to have an omega engraved in the tomb of Omega.

3rd felsite.
Some fish cleaner has been taken by a mood. Expect another selfish dwarf to hog a workshop for a few months then die of misery or by the axe.
It looks like he wants to be a mechanic.

4th felsite
Rejoice!
The Carp Fishery is finished!.
Now I need to find the damn lever that opens it.

7th felsite.
I assume that it's just supposed to fill with water and we cross our fingers and hope that the watery horror wanders in.
 (http://imagehack.us)

9th felsite
Rimtar Mengzedot has been struck down today, I know not what killed him.
Probably an alligator or carp or something.
Oops, looks like I ordered someone's pet mule to be butchered.
I hope they like mule sausage.

As I expected, a lot of my term will be taken up by sorting things out.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 28, 2008, 08:52:51 am**

Cool - I look forward to seeing the new structures on the map when you're done. And I hope you get a carp - is it worth trying to bait the traps with a kitten or something, chained there at the surface level?

And that's *Duke* Consort, thank you very much. I'm male, or at least was last time I checked.

The fact that I go round wearing some sort of leather dress is a perfectly acceptable lifestyle choice in today's modern liberal society.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 28, 2008, 02:12:02 pm**

OOO: I just decided a conservative old dwarf like Maggarg wouldn't agree with that.

14th felsite.
There goes a pet donkey. Oh well, they shouldn't get too upset over a donkey.
If they do, I can always lock them in a room with a nice table.

16th felsite.
Some puppies were born today. It looks like our meat stocks will be healthy for a long time yet.

17th felsite
I have struck magnetite in the future tomb of Dresdor. Since we have plenty already, I shall just have the tomb carved out and engraved.
In the far future, when there is no iron, perhaps we may mine it out, but not whilst I live.

18th felsite
AAAAAAAAAAGFGAFFAHFAHDHASDFASUPSISHGDFJHMSGJF!
FJFGS!
FGS!
THERE IS A HUGE HYDRA IN MY BEDROOM! GET IT OUT!
This fortress is insane! They let a huge hydra wander around the place, unowned and stray.
gah.

20th Felsite
Udil Thizineth, weaver, has been struck down.
I wasn't weaving anything anyway, so that's ok.

24th felsite
Duchess consort wants tin items.
How I would dearly love to make a tin coffin with a tin lock.


26th felsite
An engraver has died.
I must look into this. It seems to be the river, because I ordered grapnels be thrown into the river and we dragged out many clothes, dwarf bones and weapons.

1st haematite
Summer has arrived.
only 9 months of administration left.
Still slaughtering animals in their masses.
The construction goes irritatingly slowly on Nist Akath yard.

4th haematite
A seige operator has had a baby boy.
Wonderful.
I hate babies.

5th haematite
The duchess wants nickel items.
Perhaps one day I'll throw her down a w...
Good idea.
a blacksmith just died. I can't find a trace of him near the river.
It's that old watch tower! A murderer must live there, sneaking out to kill us!
Oh.
It's two alligators and a giant jaguar.

7th haematite#
A bone carver called Reg was struck down.
No remains near the alligators.
THERE MUST BE A MURDEREREREREER...

8th haematite
The truth is almost as bad.
There is a pond at the highest point of a hill in this marsh.
Alligators breed in it.
Dwarves go to hunt, dwarves are overwhelmed.
Other dwarves go out looking for them and die.
The cycle repeats. Apprently the place is wet with blood all the time, and the corpses of up to 7 dwarves scattered across the hill.
I forbid ANYONE from going there.
Except the nobles.
 (http://imageshack.us)

I'm sure the rest of you knew about the alligator death pond, right?
You were just letting me have a surprise.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 28, 2008, 03:06:39 pm**

I did mention the area in at least one of my write-ups. There was some snafu where an alligator and I think a leopard or something were fighting, taking chunks out of each other, and suddenly my peasants were racing out to the most hostile part of the map to grab useless animal chunks, just so they could then dump them in a refuse stockpile.

My solution involved Kazindir and his axe charging out there and slaughtering everything left alive and not obviously dwarven, then once the gathering of chunks, corpses and dropped possessions was done, bringing everyone back over the bridge, and shutting the northern gate.

How about building a wall round the ponds the alligator hatchlings spawn in, and dropping captive goblins in them?

Oh, and last time I looked there were a couple of cages in my room - one for the dragon, one for the hydra. If they're not claimed or being used in elaborate traps or anything, could I have them back, please?

Or even better, put them on chains instead of cages. Let them move around a little more.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 28, 2008, 03:25:26 pm**

Urist Ropebound: Do you expect me to talk?
Olsmo Torturedpains : No, Mr. Ropebound, I expect you to die.

I think that the alligator/carp pit is a very good idea.
All I need now is a henchman with +adamantine teeth+

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 28, 2008, 04:56:54 pm**

"Look after Mr. Urist. See that some harm comes to him."

Who would have thought a salt mine would become a retirement home for Bond villains. :D

The outpost (which is now either haunted, inhabited by a murderer, or both) was originally going to be a sort of hunting lodge, as it's quite close to the alligator pool in a direct line but quite far to walk due to the cliffs. I was pondering some sort of bridge but then decided to not kill off the last remaining non-carp wildlife. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 29, 2008, 04:01:47 am**


I'm afraid one of you dies in the next update


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 29, 2008, 07:57:35 am**

10th haematite.
Perhaps I'm doing too much at once. The tombs, Nist Akath yard, the engraving.
Oh, and my plans for a tame alligator pond into which I can drop the murderer when we find him.

11th haematite
Oh, a vile force of darkness has arrived.
That puts today's plans to a halt, I'll just send out the champions and that stuff.
Hah, they came in near the Pond of Death.
(the goblins have made the game dreadfully slow.)

12th haematite
The goblins have arrived, but the archers do not fire!
I may have to pull the lever on the Foe Flusher.
Kazandir himself has joined the fray.
I hope he survives. Incredible. A champion has entered the martial trance. I see parts of goblin fly. Our lone swordsdwarf has suffered terrible injuries though, he may not survive the battle. He has just died.

 (http://imageshack.us)
Kazandir appears to be wounded. I wish I could fight, but my years weigh heavily on me.
No! This cannot be! He has bled to death! A dwarf who has survived all these years, slain by mere goblins.
They are retreating, but I fear my inexperience in military matters has cost us dearly.
Worse, this was but one squad of goblins. There may be another somewhere.

14th haematite.
The siege is over, but at a terrible cost.
 (http://imageshack.us)
Our captain of the guard is dead, and I fear his family may blame me for his demise, as a relative of his is coming to visit on his dear uncle soon.
I pray that they do not toss me to the carp, though it is no more than I deserve.
I shall build a watch tower over that gate in memory of those who fell.

16th haematite.
The sky-loving humies arrived today.
Perhaps I'll let them take the junk off our hands, but I prefer not to trade with these tall races.
They cannot be trusted.

17th haematite.
Dresdor has been re-elected.
I think he is a good mayor, quiet and unobtrusive.
Very popular as well. Thankfully, he is not one for new-fangled ideas.
However, he does have a rather "modern" viewpoint on the surface.
It was he who persuaded me that we needed a guard house, although it was a good idea, and I recognise the need for a palisade.

18th haematite
I have selected Iden Kizbizrimtar Shukarkakdal as the new captain of the guard.
He is a capable dwarf in administration and fighting.
Kazandir was a good dwarf, although I did not know him personally.
A mason was claimed by the two alligators.
The rot can be smelt from the walls, it is said.


20th haematite.
A fish cleaner went insane after he failed to make a masterpiece.
Personally, I think it's just selfish.

23rd haematite.

Starting work on the next floor of Nist Akath yard.
If it takes the same amount of time as the first, I should be finishing off by obsidian.

24th haematite
Dresdor's tomb is nearly fully engraved, although it is full of magnetite boulders.
I have decided to keep a few parts of goblin armour in my rooms to remind me of the siege.
And I do so love iron.
(actually, I looked at Maggarg's personality sheet, and he is indeed a fusty, selfish old reactionary.)

27th haematite.
This month's entry has been filled with sorrow and joy.
Mostly sorrow.
Jools, the paranoid transvestite that masquerades as a noble has mandated that we make billion items. I shall try hard not to make billion bolts to fire at him.

28th haematite
Dresdor's tomb is finished and engraved.
May he not fill it for many years.
 (http://imageshack.us)

No-one has died for a few days.
Perhaps we should keep a record of this and advertise it near the gates. Should scare away all the immigrants. Actually, I have an idea.
Since Valter is a truly legendary miner, we shall place his tomb in the coal vein on our tomb level. I shall, of course, have it smoothed and engraved, but it is a rather poetic touch.

2nd malachite.
Not much but construction today.
If I am lucky, there will be no early autumn siege or monster
to disrupt the honest dwarf traders.
So far the carp fishery is a resounding failiure.
A waste of good cages and labour.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 29, 2008, 09:16:02 am**

Noooooo! Kazindir! It cannot be!

N.B. last time I checked the Foe Flusher was triggered by pressure plates, no need to pull a lever to activate - just wait for a goblin to blunder into it.

DRESDOR??!?! MAYOR??!?!? It can't get any worse. Not only is our Captain of the Guard slain, but a certain relative-murdering trader who never goes to the trade depot is now Mayor. Grrrrrr.

N.B. I'm not the only male dwarf wearing a dress in the fortress, it appears to be popular lifestyle choice. Even Kazindir was wearing one - silk, in his case, if a bit tattered.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 29, 2008, 09:29:53 am**

Dresdor has been mayor for as long as I've been in charge.
Only valter needs a tomb now though :D
I just hope that kazandir's relative doesn't execute a poor old miner wot 'as bad eyes an' knees for 'is sins.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 29, 2008, 09:57:34 am**

NOOOOOOOOOOOOOO!!!!

How can this be? I am (was) invincible! :'(

Oh well, good job I built my tomb on my last turn really. ;)

How did one squad of goblins manage to kill several champions anyway? I'm fairly sure most of the champions have torn goblin squads apart solo in past years. Maybe they were bowgoblins with weighted dice?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 29, 2008, 10:18:04 am**

The marksdwarves just stood around and watched, and most of the champions were having a nap.
The only fighters were an axe lord, a swordsdwarf, a champion, and kazandir.
Obviously, there were a few guards, but they happened to be the new recruits.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 29, 2008, 10:19:42 am**

Hey, better glorious death in battle than accidental drowning. Or getting Hammered for not fulfilling some pointless mandate. Or getting picked off by alligators as you rush out to retrieve that leopard chunk. Or any of the thousands of other pitiful ways in which dwarves have been killed in Kulettögum.

I can see several broken bolts in the screenshot so I'm guessing bowgoblins. I think it might be time to build (a) ways to force bowgoblins through narrow twisty passageways, so that when they arrive at the end they bump right in to our remaining melee Champions at point-blank range, and (b) ways to wipe out sieges completely if they're really tough.

Possibly the latter involving using the next dwarf that becomes caged as bait...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 29, 2008, 10:37:41 am**

Hehe :)

Have a check there are actually any bolts when you next play, the carvers might have got sidetracked making totems or some such sillyness!

Sign me up for another turn in...hmm, 2 months or so it looks like, lots of people queued atm. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 29, 2008, 11:25:32 am**

For such a huge fortress, we don't seem to have a massive amount of people wanting goes.
We are somewhat of a niche fortress in a niche game.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 29, 2008, 11:59:59 am**

But on the upside, we've got some cool stuff, and it seems to be a stubbornly long-running fortress, yet one that you can get a turn on fairly easily (unlike certain ones that have had up to a three-month wait). Play styles have been compatible enough for us to all get along, we've only had one drop-out (plus one guy prevented from completing by an Act Of God, which nevertheless managed to make it into the game's story) and everyone's given a good write-up of the weird, amusing and tragic stuff that's gone on.

Kulettögum may not have magma or a chasm or HFS, but we've got our fair share of deadly threats (carp, bowgoblins, alligators and dresdor) and not having the materials & fuel to make quite a lot of stuff is in itself a challenge. About all we do have in our favour is an abundance of is salt and diorite. And yet we are still here, and we've got a ton of cool stuff.

If we want to really try and recruit more people, we could try and sell it as some sort of monument farm - join up, see the sights, build your own landmark while trying not to let anyone get too near the carp. I'm already regretting not putting a slight lean in to my tower, we have a Most Triumphant <air guitar> arch, a cool bridge, the Foe Flusher (that one might not be a real world monument), I'm considering

building an Eiffel Tower replica out of melted down goblin armour, we could do a Space Needle, build a dam across the river in the shape of a vacuum cleaner...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 29, 2008, 12:15:24 pm**

I didn't say I wanted more recruits, I was just remarking to bump up the ol' post count. Because I'm bored.
I just read through everything I wrote, and Maggarg the elder is becoming progressively less likable and more conservative.
It's kind of fun playing as a discworld style deep-downer.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 29, 2008, 12:53:19 pm**

3rd malachite
Overheard the Tostoslan lad talking about another "Rocks music" band. They call themselves "Iron Cage (menaces with spikes) Sounds like a torture implement to me. Apparently he bought one of those newfangled speaking-boxes.
Looks like a quern with a trumpet on to me. Absurd.

The first part of the new gatehouse is complete.
I want a FULL gatehouse.
Another peasant was lost to the alligators.
Perhaps we should scare them away with young Tostoslan's music.
hah.

8th malachite.
Contenting myself with ordering people to place statues.
Oh, and if anyone is reading this to try and compromise my position as a traditional dwarf,
I only ever see maps of the surface, and I have dwarves reporting to me.
I, thankfully, have never seen the full sun.
I found that the Duchess and Duke consort have a child.
I shall have happy dreams about alligator pits tonight.

11th malachite.
I rather like these boring periods.
Those idiot humans will be leaving soon, and without
a single dwarven item. We cannot let savages like them
have our fine goods.

14th malachite
The alligators ate another fishery worker. I hate fish, so that's ok.
I'll forbid anyone to go near his remains.
I don't really want to kill the alligators, to be honest.
It keeps the population of hauler scum down. If you live like an animal,
you must expect to die like one.
Hmm, it looks like we had a peasant ruler at some point.
"Wulfgar Openthroat." It's a shame that a dwarf from
a noble mountain family should end up as a peasant down on the marshes.

15th malachite.
The degenerate tall humans left today. If only it were like the old
days, when throwing a few savages into the magma was a universally
accepted entertainment.

16th malachite
A lowly mechanic has become trapped on the top of Nist Akath yard.
It's her own stupid fault, and if she had any sense, she'd jump down.
I shall leave her up there until we place the wall there as an example.
Foolish dwarf.
On another subject, I demanded that the human trader give me some tobacco and tea.
When he refused, I had one of my guards break his fingers, and the fingers of his guards.
I hope he enjoys the journey home as much as I enjoy my "gifts"

17th malachite.
Blast it, the mechanic got free. I was hoping to teach the more slovenly of
the dwarves some discipline.

18th malachite.
A soldier has become an elite maksdwarf. Wonderful.
Once again, I hear that someone was seen going into that
old watch tower. I have also found that dwarves are leaving great lumps of
unfinished masonry on Nist Akath yard.
Bah.

(in his *really* ptivate books)
I suspect the murderer who obviously lives in the old tower
to be none other than the Nomad, a man from lands of sand
who speaks a language dead for a hundred-score years.
This is worse than I believed.

21st malachite
Business as usual.
started engraving Valter's tomb.
I often look back at my diary and wonder if I really
do babble about murderers, or that I really venture
into the sun. Absurd. They aren't even very much like my
handwriting.

22nd malachite
Drew up more plans for the 1st floor of Nist Akath Yard.

OOC
Sorry about the lack of pictures, I forgot about them.
Dwarves keep deciding to leave things on the stairs.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 31, 2008, 03:41:58 am**

D:
This slipped to page 2!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **August 31, 2008, 08:00:55 am**

How's the fort going? Playable, slow as hell, full of stone?

How's the Count Consort getting on? Still alive, not killed off for mandating one pointless thing too many?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 31, 2008, 10:47:07 am**

I haven't updated for a while because I like to finish then posy, but I don't like double-updating.
sorry.
I'll get cracking now.


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 01, 2008, 06:03:53 am**

Are you cracked yet?

I reckon a vast memorial fountain might be in order, maybe near this yard, although ofc I have no idea what it looks like yet! :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 01, 2008, 07:14:01 am**

23rd malachite
There are so many bricked up doorways here, oozing damp and covered in mosses and fungi.
I have come to realise that the place is a death-trap.
Most of the waterworks are really temporary measures, crumbling after perhaps a decade.
Wulfgar Openthroat was killed today.
I hope we do not flood.

24th malachite
These stupid, stupid dwarves!
They keep going to the alligator pits and dying.
I am sending out our champions and a squad of peasants.
I made sure I didn't like them, which left me with all of them.
Then again, this ledgendary farmer there...
He has arms like barrels.
He'll handle it.
Actually, I'll send him the soldiers anyway.
Curses! My latest report tells me he's just fallen off the top of a cliff.
He looks badly wounded, but he'll pull through.
A shattered left forearm and numerous bruises and cuts, apparently.
 (http://imageshack.us)

25th malachite.
The soldiers are on their way as the brave planter limps off.
I believe we may have to use a dwarven atom-smasher soon, as our clerks say that the amounts of stone are somewhat absurd.
An atom-smasher is a bridge-like device that literally crushes the rubbish into a fine powder.

26th malachite.
Apparently the champions simply kicked the 'gators off the cliff.
I wish I had seen it, but then I would be in the light.
I finally allowed our people to go up and collect what was left of the dead, ranging from mauled corpses to just a few fragments of weathered bone.
It is a shame we do not have a real necropolis.
Valter's tomb goes well.


3rd galena
A farmer has walled himself up onto the top of Nist Akath yard.
Sometimes, I wonder if we dwarves really are the chosen race of Armok.
There were no migrants this year, and I'm not surprised.
At least 6 dwarves have died this year, probably more.

4th galena
I was asked by the dwarves of this fortress to make a memorial to kazandir and all who fell in that battle.
I had to do some quick thinking, and said that the arch was his memorial as it looks rather like an armour stand from a distance.
No-one seemed to mind that it was being built long before I even arrived, but it's best not to dwell on it. Dwarves will often believe anything if it makes them happy, like "stand under this bridge and I'll give you a puppy. I'll give you a donkey if you pull that lever as well."
Happy days.

6th galena
A royal guard has suffocated. It must have been some terrible sparring injury.
Saw the Tostoslan boy again, fussing with his precious sound-thrower.
I said I'd lock him in a spiky iron cage if he didn't get back to work.

20th galena.
Not much has happened. A fish cleaner died of thirst in a land covered in damp the hammerer demands an *item* in their bedroom.
No, restrain yourself.
No ballistas pointing at the bed, no weapon traps behind doors, no surprise alligators in cupboards.

He can have an armour stand. Progress on everything is, as usual, almost amusingly slow. Almost.
The human guild representative left today.
Good riddance.

25th galena
The 1st floor of nist akath yard is nearly complete, with the barracks and offices laid out.
Valter's tomb is finished.
 (http://imageshack.us)

27th galena
Had to skimp on the golden statue and replaced it with a polished sylvite one with some brass plating and gold leaf.
No-one on the ground will notice unless they have some kind of magical eye.

1st limestone
Autumn has arrived, and therefore, dwarvern traders.
I plan to empty their caravan of useful goods, and fill it with fine crafts of our making. Apparently, Dresdor isn't actually the trader, it is some peasant fish cleaner, ad dresdor is rather senile, according to the other nobles, and apt to forget the traders.
Another human has arrived.

OOC
I'm certainly cracked in the head to manage this fort.
The place is running well, I'm getting pretty good fps because I have a powerful single core from back in t' day instead of a shiny new multi-core thingy.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **September 01, 2008, 07:19:58 pm**

I'd like to have a go at running this mess if I could. (Though it might be a good idea to completely read through it first :P)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 02, 2008, 07:59:23 am**

I'm working on the next update.
I have a huge surprise!
No-one has died yet!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 02, 2008, 08:13:22 am**

!

Who are you and what have you done with the real Maggarg?! ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 02, 2008, 10:06:15 am**

I fed me to the alligators in the pond.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 03, 2008, 04:25:12 am**

Endok demands the construction of 3 cages! (Look at your last screenshot XD)

I thought there were a couple gold statues lying around the furnature stockpile, though. I seem to remember specifically NOT choosing them for the statue garden so that they could be used for something special later on.

Oh, you said that the Countess has a baby now?? I thought that Jools' relationship with her was purely business related. :o

Also, I added Christes to the list ;-) Christes, your turn should come sometime around next Easter, assuming everything goes speedily.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 03, 2008, 08:13:51 am**

Hmm, I thought Jools was the "spare" consort? As we've got a count and a countess consort, but the first count vanished and was replaced by the countess. I can't remember though, thinking about it I've no idea when the count disappeared or what happened to him!

I'm going to blame the Cursed Bridge. Or possibly the haunted tombs. Or the carp. Or goblin hordes. Actually, this place is a deathtrap! :o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 03, 2008, 08:40:11 am**

I am not the "spare" Consort. I have no idea what happened to the first Count, but he was replaced by my charming wife - leaving us to deal with his grieving Countess Consort (the one who likes mandating things and setting the Hammerer on defenseless Legendary Planters).

As for the child, well, this is one of those aristocratic arranged marriages whereby the mother of an aspiring Countess grabs the first chap who comes along with an upper-class bearing, unpronounceable surname and claims to be in line to inherit half of Yorkshire (me), and foists him on her daughter before she's old enough to start batting her eyelashes at the stable boy.

So we met at our wedding, and haven't really had much to do with each other since. We may be married, but I have my Law course and revenge to inflict upon dresdor to occupy my time. She meanwhile occupies her time caring for her many many donkeys. Enough donkeys that she seems to need a stable boy to look after them all.

So how she came to have a child is a bit perplexing given we last met at some formal dinner over a year ago. Still, it's all officially legitimate and above board, and any resemblance of the child to the stable boy will be politely overlooked. What would we all do without etiquette, eh?

I'll have a quick poke in the legends, see if I can spot what killed the last Count... Bah. He's not in there. Sigun TourLabors, if anyone else wants to look, or indeed let me know if there's any way of revealing all the legends so we can find out everything.

Keldor's death at the hands of the Hammerer is stored in there, though. As his only kill, at least in the save file I just glanced at.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **September 03, 2008, 02:04:26 pm**

Quote from: Keldor on September 03, 2008, 04:25:12 am

Also, I added Christes to the list ;-)
Christes, your turn should come sometime around next Easter, assuming everything goes speedily.

yay, sooner than I expected.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 03, 2008, 02:18:22 pm**

Quote from: Jools on September 03, 2008, 08:40:11 am

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Keldor's death at the hands of the Hammerer is stored in there, though. As his only kill, at least in the save file I just glanced at.

Etiquette?

I'm an old miner, remember. I spend my days banging rocks together and saying how they aren't as good as rocks were when I were a lad.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 03, 2008, 03:01:35 pm**

Oh, actually, updates will be a bit more sparse.
I'm starting 6th form lessons as of monday, so I'll have much less time.
Never fear, however, for I am a man of my word, and I'll finish this fort in the next few weeks, if not less.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 03, 2008, 03:20:09 pm**

They won't expect you to really learn anything in the first week, so you can probably get away with playing through a couple of game months in classes.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 03, 2008, 06:47:33 pm**

To misquote Mortal Kombat.....FINISH IT! :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 03, 2008, 06:53:49 pm**

The first Count went melancholy after I was unable to engrave his room fast enough during Keldor's final year as leader. No wonder the countess had it in for Keldor!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 04, 2008, 07:39:34 am**

Ohh yes, I remember now. He was the one who turned up as a Baron, waited until his rooms were almost done before declaring they were no longer good enough as he'd just been promoted to Count.
Self inflicted really, if he had kept his delusions of grandeur under control he could have moved into one of those 5x5 suites dug specially for him and been a happy dwarf, but no. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 04, 2008, 11:35:18 am**

2nd limestone.
The humans have asked me what I would like them to bring next year.
I think that I will have some metals that the nobles like.
Much as I dislike the surface-dwellers, prejudice must not cloud my judgement.

4th limestone.
The 1st floor of Nist Akath yard is complete.
All we need is a roof and crennelations, then it will be finished.

8th limestone.
The gate towers are in place, so the gatehouse may begin.
I doubt I shall finish it, so I shall leave instructions.
A floor shall run across our gates. Fortifications shall be placed on the edges.
Pillars will be set up to support a roof, which may or may not be angled by ramps.
A structure like this with a *working* drawbridge will surely aid our defenses, and it will avoid incidents like the battle of the 12th of haematite.

16th limestone.
More construction. I eagerly await the arrival of the traders.
In fact, I might finish most of the gatehouse by the end of the year.

17th limestone
The caravan has arrived!
We shall pile it high with our goods, and they shall fill our stockpiles with things we want, as this fortress progressed beyond need long ago.
The carp traps are a most dismal failiure.
I have had the building locked up in case anyone feels a need to have a look.

18th limestone.
Another day, another crippled dwarf.
I blame the wet floors. Smoothing them made it worse.
The merchants are at the depot.
We shall sell them fantastic crafts...
Oh hell, I'll just sell all the narrow crap the goblins left.
I hope my predecessor ordered something sensible.

19th limestone
Incredible!
apparently, this fort gets multiple caravans.
The child I sent up to watch them say there are perhaps five caravans.
I shall need more narrow crap.
I will also sell the toys and instruments
There was never any need for them when I was a boy in the mountains

22nd limestone
The trading is indeed the fiasco I was told about.
The trader, dresdor, is having a meeting, his deputy is carving a totem, and our goods have not yet been loaded on.
later
I spent the best part of the last hour shouting at the trader and threatening to throw her to the carp if she doesn't trade.
Eventually, she decided to stop carving her totem.
I shall wait until we have loaded enough junk on.

24th limestone.
Trading begins today. Or rather, it would, but the caravans are still unloading.
If I were in charge, they would be unloaded, and indeed, trading.
Oh, they have just finished.
We shall buy up the cheaper steel toys to melt down, among other things.
We will obviously buy the booze and plant products that we do not produce.
Many, many tower-cap logs.
Most, if not all of the metals and weapons and armour.
Unsurprisingly, we have enough surplus to make an offereing to the king.
Not yet. I have not forgiven him for sending me here.
(actually, I just can't offer things. Dunno why.)
Our trading is concluded.




25th limestone
The roof of Nist akath yard is complete, and we now only require the crennelations. Once it is complete, I shall start on the gatehouse.

26th limestone
The Hammerer has done his job.
A surly woodworker has been beaten to a pulp because the dwarves responsible for the failiure of the mandate had run away, and a dwarf had to be punished.
The woodworker is still alive, however.

28th limestone
A Kobold theif has been found.
Kill the vermin.

1st sandstone.
The end of my tenure is finally in sight.
In 4 months time I shall be able to move away to govern in a good honest mountain, under the stone.
Hello, what have we here? There is an extra envelope in my assignment papers.
I don't believe it, I simply don't.
Because of my age and "old-fashioned" views, I have been chosen to stay here to retire in this fort.

3rd sandstone
The captain now has an office in Nist Akath yard.
The fortifications near completion.

5th sandstone
Nist Akath yard is as good as finished and furnished.
 (http://imageshack.us)
 (http://imageshack.us)
 (http://imageshack.us)
I do indeed have time for the grand gateway.

7th sandstone
Starting the plans for the gateway.

OOC
I forgot to take more pictures.
Again.

All you need now is a rotating triangular sign outside the entrance.

Oh, and I can't even remember if pigs are in the game, but using the place as a gigantic pigpen might be amusing.

Don't worry about not having many images. I've played two years full of intrigue, battle, giant constructions and bitching about dresdor, and not stuck a single image in there, so if nothing else I've set a precedent for getting away with it.

Though in all honesty I do have to admit that a picture does tell a thousand words, and even in the absence of images my verbosity more than makes up for the shortfall.

<Having looked at the images a bit more> Is that blood and vomit on your new construction?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 04, 2008, 01:46:20 pm**

What else would it be?
Dwarves bleed as if they were balloons full of blood and puke as if they just ate a deep-fried sausage kebab.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 04, 2008, 02:29:07 pm**

Well there was a brief moment of hope that you'd accidentally used red cinnabar and some sort of green stone rather than casualties and cave adaptation blighting the construction but no, it had to be blood and vomit really.

Also please not to be knocking the deep fried sausage kebab and other such delights. They might be wrong in every way imaginable and made from all sorts of unspeakable entrails of obscure and possibly endangered animals, but by god do they hit the right spot when you're inebriated.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 06, 2008, 03:15:33 am**

I must say that I did laugh.
It's the deep fried mars bars that have me worrying.
The thought of it is enough to make me feel queasy.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 06, 2008, 05:34:52 am**

Tchah. The deep fried mars bar began as a myth, cooked up for Americans visiting Europe's Oil Capital, and now they do it in loads of places for tourists who have heard of it. I don't know of many Scots who've tried it, never mind actually like the thing. If you find yourself up that way, try stovies or haggis/neeps/tatties instead.

And, of course, the output of the local distillery.

Jools' top tip #43219 - never try the "local cuisine" unless you see some locals actually eating it.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 07, 2008, 03:26:18 am**

I've always used that as a good rule, so no worries.
I like haggis though :3

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 09, 2008, 04:40:05 am**

<Pokes thread with a stick>

Any signs of movement? It was nicely into mid-autumn for the fort last time I looked... I'm hoping to get my hands back on it before winter in the real world, and I think there's one or two other players before my turn comes round again.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **September 09, 2008, 03:00:24 pm**

re-emerges from coldsleep

Hey sorry I havn't really been looking at the topic much, mixture of exams, family and Spore :P

The Carp trap is a failure? My one is going to suck then

(Off Topic completely, I'm Scottish, and the thought of one of those Deep Fried Mars bars makes me feel sick, just imagine how much crap is in that! Haggis is so much better

And no, they don't run around the hills in the highlands :P)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 10, 2008, 05:16:09 am**

I think Maggarg ate one chicken too many.

Quote from: ChazzyBurger on September 09, 2008, 03:00:24 pm

And no, they don't run around the hills in the highlands :P

They live in burrows beneath the heather in more mountainous areas, Ben Vorlich is a veritable hive of them. Usually quite passive, they can quickly become vicious and dangerous when cornered. Their horns are valued by local craftsmen and are used for many purposes, both practical and decorative.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 10, 2008, 10:08:08 am**

Wsfgl.
Fwgbllrr.
I just woke up from a spore-induced coma, punctuated by sixth-form.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 10, 2008, 10:18:00 am**

15th sandstone
Construction on the gatewat goes moderately well.
It may even be finished before my tenure ends.

17th sandstone
The merchants are leaving, piled high with greenskin
crap. Construction has not yet paused.

19th sandstone.
It appears that more alligators have moved in, or that
we missed some eggs or hatchlings.
There is a sole alligator, unnamed, with a mangled tail
and clearly cracked skull.

20th sandstone.
Cinstrucion is indeed going very quickly. Just in case,
I advise the next ruler to build a roof. This must use
scaffolds outside, as the inside floors will not hold the weight of a staricase.
The hydra is currently posing on top of the arch.
This may give the wrong impression to immigrants, I think.

22nd sandstone
The floor of the gatehouse is finished, and now all I must do is add the fortifications
and the roof. Construction has been swift and problem free.
Almost.

23rd sandstone
A problem has neen found. A section of wall is impossible to get at
and build. I suppose I must make a temperory cat-walk from the
arena to the wall so that we may reach it.
No doubt the nobles will complain, but defense comes first.
The walkway will go most of the way around the gatehouse so that all the walls may be reached.
It will then be taken down.

27th sandstone.
Boredom once again sets in.
The construction goes well, the scaffold may be up soon, and there is little to do. The guards contain many of our useful soldiers instead
of the peasant millitia they usually are.
The migrants did not come, so on one side I do not have more useless immigrants to send into the squads, and on the other side I do not
have useless immigrants to
work to the death.

28th sandstone.
Human diplomat left, and bid farewell to our "stout" dwarves.
I'm glad he said that, because it reminded me that today was
really real ale day, which I do not want to miss.

1st timber
A kobold has appeared again.
Right in front of a caravan.
According to my reports, he was crushed beneath the wheels as he tried to pilfer them.
(ok, I embellished this somewhat. He got chopped into kobold chunks
by a caravan guard.)

3rd timber
I read up on the previous diaries again, and apparently there are other
haunted areas of the fort, such as a part of the tomb complex
and the old bridge.
The large, water marked walls that seem to have no purpose were apparently
part of a machine called "Dresdor's Folly", an above ground waterfall that went
DREADFULLY wrong.

OOC:
I think this is short, but only becaose of Spore.
Sorry.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **DwarfMan69** on **September 11, 2008, 04:29:48 am**

Quote from: Magqarg - Eater of chicke on September 10, 2008, 10:18:00 am
OOC:
I think this is short, but only becaose of Spore.
Sorry.

Speaking of spore, does it really have securom with it?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 11, 2008, 05:29:01 am**

Don't go into the ruins! Only insane fisherdwarves go there now and sometimes even they don't return.

Any news mysterious happenings at the outpost to the north? :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 11, 2008, 05:39:48 am**

For the carp catcher, why don't you send a dwarf to operate the draining pump, but not close the floodgates? The inflow of water might
suck in some fish that way.

Oh, yes, I built the new trade depot out of gold, so you can disassemble it if you need a fourth statue for the arch.

...Or you can smelt some from that vein I found...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 11, 2008, 06:24:53 am**

You could also try baiting the carp catcher with, say Countess Consort Asteth (who seems to be fond of mandating stuff and sending the Hammerer after people when she doesn't get her latest crazy demand met).

Or the Count Consort, if you can get past the Maul traps in his room.

And if that fails, well then, we've not been afraid of large construction projects on this fort, so I say we divert the entire river through some sort of carp-catching area. Then we'll get some carp sooner or later.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 11, 2008, 09:59:19 am**

My spelling was terrible as well D:
Stupid 6th form and stupid maths homework taking up stupid time ararararararar.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 15, 2008, 07:56:21 am**

/pokes thread.

The 1 week deadline is appropriately named, it's very dead. :p

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 15, 2008, 08:00:06 am**

2cc adrenaline and charge to 300. Quick as you can, please. CLEAR!

(If there's no ETA on the turn end, can we have a save to pass to the next player?)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 15, 2008, 10:24:56 am**

God, sorry again.
I had a little PC trouble over the weekend and I had *some* homework.
I'll get cracking and try to play up to midwinter today.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 15, 2008, 12:14:38 pm**

4th timber
Construction is slow, and I have the beginning of that new fever that has spread from the west, the Spore fever. Apparently, the fever is due to some tiny demons that live on mushrooms and cling to the spores. I am already hallucinating fantastic creatures and spending long tracts of time comatose.
Wsfgl.
FWAAAAAA.

5th timber
And verily did the beasts pour from the far watch-house,
and the slimy creatures did swim 'pon the slimy river
WATER, WATER! All beginnings lie in the seas, as do
many middles and ends!
Why did the gods grant us only two arms and two legs?
On they pour from the river in their multitudinous terror!
meaningless scribbles trail off into ink stains
AND! AND! THE TERRIBLE CONNECTIVE!

6th timber
Regained some sanity today.
Construction is even slower due to the fever.

7th timber
And so the dwarves did sink to puddles of flesh once more, and
were remade in a new shape, all arms and eyes and chattering
teeth. O honour thy gods, for it is them who hold this power
over shape.

8th timber
My babblings grow less coherent by the day.
It would seem this disease goes in cycles, so I shall probably
go insane tomorrow.
Hm. There must be a way to avoid the fever.
I know! A cloth mask!
I shall issue them today!

9th timber
Success! Work goes on as normal, and it seems the masks work tolerably.
Some people around here have rather unusual pets, like elephants.
And Hydras.
The stone stocks are truly vast. I suspect our clerk of Obsessive-Compulsive disorder.
Yes, I admit, I am an advocate of this modern "medicine", and I wish it were
practiced more. We might have avoided the fever if we did.

10th timber
I have noticed I have been writing more frequently in recent weeks.
I have no idea why this is so, although I suspect it may be the spore fever
(ooc: actually, it's guilt for my crap updates and slowness.)
More slaughtering permits and orders today. I have recently employed the use
of a large rock salt stamp so I don't have to keep signing them.

12th timber
I have noticed that our stocks of plant based food near 2000 portions.
Our meat stocks remain level at around 350, our fish stocks have risen slightly
to 30 fish, and we have nearly 10,000 prepared meals.
I doubt we would eat all this in fifty years.
However, 1000 tankards of drink might not last that long, given the nature of dwarves.
Which reminds me, I need a drink.

Jools has stolen a large citrine. His word for it is "acquired".

13th timber

Our dungeon master also likes large cut gems, as he has taken a large crystal opal. I admit, I would be tempted by such a stone. I have also found the extent of Dresdor's bracelet fetish. With so many strange habits, I am not surprised Jools dislikes him. (I am not sure why he wants revenge on dresdor. He is a bit weird, but fairly harmless.)

14th timber

Some work order for 30 cages is complete. The start date is several years old.

15th timber

The walkway to the wall is finished, so we should be able to get to the inaccessible walls and fortifications on the gatehouse. In case this remains unfinished, I leave these instructions. The walkway must be built to all the parts that cannot be accessed, then taken down after the roof is finished.

16th timber

Bad news. Alligators have returned to the pond, although there is currently nothing to collect from there. This may change soon. Kivish Mengbal has qualified as a farmer. The top of the arch is covered with vomit due to the parties people have. The first sun berries are ripening. I shall enjoy this. (also, the fort is running acceptably quickly. It's hardly 120 FPs, but it's pretty good.)

18th timber

Today was dull.

19th timber

Today was so dull I ordered someone to look at the east side of our fort. He drew me a picture. Most of it is a dense, neglected forest, populated by elephants. The wall on that side is also rather crooked, and in a different style to the rest of the outer wall. Merchants got lost, apparently.

21st timber

Past two days were dull.

22nd timber

Today was absolutely incredible! Amazing! Yes, I'm so bored I'm even attempting sarcasm in a journal That only I am going to read until I die. We also have 88 sunberry punnets, all ready to be turned into the most amazing brew. I will not allow such a valuable fruit to be simply cooked, especially with only 20 pints of sunshine left.

24th timber

the end of my rule becomes tantalisingly near. Eight awful months, each day dragging on like a week. For every amusing and interesting day, there have been perhaps fifty days of nothing, and three days of tragedy.

27th timber

Saw the bone stockpile today. Truly terrifying. I rarely venture up into the levels of soil, if at all. I actually spend most of my time digging in the mines. A dwarf has claimed a carpenter's workshop. If he dies, 16 dwarves will have died under my rule.

1st moonstone.

Winter has finally arrived. I remember the giant calendar we had in the grand hall in my old mountainhome. The material for every month laid out in a circle, highly polished. All of it circled a great lake of magma. We needed the magma as well, because we had proper winters up there. It doesn't even snow or freeze here. It's still warm and humid. I doubt I'll ever get back there now, what with the retirement order.

2nd moonstone

The walkway grows again, and I suppose the walls of the gatehouse may be finished before I leave. I am still worrying about the cartographers and messengers that will come when I finish my rule. The carpenter has begun his construction.

3rd moonstone

It is nearly a month since the spore fever struck, and according to other settlements in the reigion, it hs subsided. This is very good news.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 17, 2008, 10:10:59 am**

Working on another go right now, so never fear.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 17, 2008, 01:31:36 pm**

4th moonstone

That damnnable witch of a duchess consort has demanded we make a tin armour stand in her tomb. I think I may lock her up there one day. Or perhaps someone else, there is enough blood on these hands as it is.

5th moonstone

Another day, another slaughter permit. More construction, more mandates, more pondering.

6th moonstone

Nil Stakudam the woodworker has created Atolast, A tower-cap statue! The statue is quite imposing, and is decorated with finely tooled alligator leather and tower cap, and has wonderful bands of elephant leather, warthog leather and sunstones. There are hundreds of fine brown zircon spikes on it, and there are two images engraved into it. There is a image of that fire opal sceptre in scrimshaw on beak dog bone, and a large red zircon engraved with a rather wonderful silk veil. It is impressive, but I am afraid that the maker is reluctant to let go of it.

7th moonstone

Walked around some of the little hidey-holes that this fort has accumulated. some are rather hard to get to, and often very damp and cold. Many of them have the remains of food or a few scraps of tobacco about the place. My personal favourite is a small grotto in the salt near an access tunnel excavated for the waterworks. I have a carp skull as an ash-tray. And no, I'm not saying which niche.

The Events of the Eighth of Moonstone, 1061

A young dwarf burst into the dark rooms of Maggarg the Elder, having just run from the river. "Sir! Sir! I have something really impor-" He was cut of by the old dwarf as he rose from his plain chair and picked his way across the rusting goblin armour on the floor. "What is it, my boy? Has someone died? Are goblins attacking?" "no sir! It's even weirder than that!"Came the excited reply. "And what, pray, is that?" The elderly dwarf raised an eyebrow. "Sir, the carp trap has caught a carp! Not only that, but the great fish Usendral!" The boy was nearly dancing by now. Ever the stoic miner, Maggarg simply raised an eyebrow and said; "Wonderful. Now you may bring be a mug of ale." (OOC: Yes, kazandir, your final monument has worked. Now I need to work out what to do now.)

9th moonstone

Once again, very little has happened. Just the normal construction, meddling nobles and slaughtering kittens. The central swamps have been overfished, and there is nothing worth catching.

11th moonstone

As the ninth. Some of the remaining older rulers are complaining about how my rule seems to drag on. I don't blame them. Apparently, the fish are doing tolerably well in their cages. Perhaps the next ruler will be able to get them out.

12th moonstone.

Had a look at the old schematics for the Folly. Very interesting. Unfortunately, like all the books and things in this place, there is a degree of water damage. We should really build a library. Hint hint. The amount of vomit on the top of the arch means it has begun to run down and stain the stone.

13th moonstone

We spotted a snatcher today, craftily sneaking around. Unfortunately for him, he stealthily tip-toed into a cage trap, and ended up dangling inside in a most uncomfortable manner. I got a woodcut of it made, and I must say it amused me.

14th moonstone

Yes, the days really do drag on. I think I'll go and sigh for a bit now. (ooc I got distracted for an hour.) Another snatcher craftily got himself captured in a trap.

16th moonstone.

Finished a part of the fortifications, meaning that we can collapse the part of catwalk there. Zas Cogetes has become a champion simply by training. In my day, a dwarf had to be a true hero to be a champion.

17th Moonstone

Curses! An ambush. I cannot afford another dwarf's blood on my hands, either in blood money or on my conscience. I have put the soldiers on full alert, and all citizens inside. Thankfully, no bowgoblins. I only hope that they don't activate the foe flusher. REPORT OF THE BATTLE: First blood is ours, a wrestler was nailed by a marksdwarf. Second kill was to a royal guard as a goblin lunged for the marksdwarf onto a hammer. Third was to a champion. Fourth likewise. The pikegoblin ran for it, injuring someone's pet donkey. Killed the donkey. He's running back to the fort now. Finally mown down by archers.

20th moonstone

The ambush was wiped out, with no losses. I have perhaps six weeks left. I still worry about the cartographers.

21st moonstone.

My little statue room is finished. Egad! Another snatcher has been spotted. Of all the goblins, those kiddie-snatching, granny-bashing, puppy buggering baby-eating scum are the worst. A hail of arrows soon sorted him out.

22nd moonstone

Some of the younger generation who have grown up here are complaining about the cold. They are wrong. It is too damn hot, all year round. Even down in the deeps it's still warm. Pathetic that they should complain.

24th moonstone
Another month nears it's end. Lovely.

25th moonstone
Another one of those boring days where nothing happens,
I'm afraid.

26th moonstone
See above.

27th
a few dwarves are noticeably better at their jobs, nobles are noticeably the same, construction is noticeably slow.
Life is noticeably dull.

28th moonstone
We ran out of coal today, so I'll have to designate some more for mining.

1st opal.
Finally midwinter, and only 2 months until I get to stand down.
I never did get to tile all of the courtyard.

2nd opal.
not one, but THREE dwarves managed to get stuck on the catwalk they were supposed to be demolishing.

3rd opal.
Stayed in bed today.
Sulked.

OOC:
That's right, not long left now.
I am, however, confused over what to do for the map.
None of the dorfs do anything funny, or is it perhaps that I'm no good at noticing.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 18, 2008, 04:01:20 am**

Cool, great to hear we caught a carp finally!

Also like the way the triumphal arch has become a vomitorium... :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 18, 2008, 04:08:34 am**

We've got a carp? Truly have we tamed the wilds!

If the Most Triumphant Arch is now a vomitorium, maybe we should put a second arena beneath - force goblins to fight megabeasts whilst avoiding a deluge of semi-digested +plump helmet roast+s from above...

As for the map, just mention anything that strikes you as notable - our tame carp, your little hidey-hole, Nist Akath Yard, the vomit-covered arch... any of our landmarks, or piles of bones from foolish dwarves who got themselves killed.

Actually, I'm looking forward to grabbing the save file and having a look at the whole place in 3Dwarf - given how much aboveground stuff we've built, it should be quite literally monumental.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 19, 2008, 01:52:31 pm**

4th opal
Ate a traditional meal today. It reminded me of the reason I traveled the world. Traditional dwarf food is the worst in the universe. Raw mushrooms and badly cured meats are the only food of many forts.
Thankfully, this one is much better, although I still see too many tallow cakes for my liking.

5th opal
Those three are still stuck up there.
I have a suspicion that they planned this, as they are well supplied with food and ale, and are quite merry.

6th opal.
The rotting mass in the miasma pit has become a giant, amorphous lump, bubbling away to its self, made of rotting bone and flesh. I think this is where all the off-fall from the butcheries goes.

7th opal
I added some creature comforts to my little lair.
There is a stone bookshelf, a table and a chair.
I have a very small turtle shell to use as a tray for the pipe-ash.

8th opal
The three builders were finally rescued today, all three of them roaring drunk.

9th opal
Lurked in my little hole today.
I actually quite like the rough floor in here.

11th opal
Apparently a recent party had floods of vomit cascading from the arch in lumpy vomitfalls.
It is an unneeded information.
It menaces with spikes of do not want.

12th opal
Only the final fortification remains on the gatehouse, and the walkway needed to finish it is nearly finished.
We found another snatcher today, and he was promptly filled with arrows.

13th opal
Lurked again.
It's nice and cool down here.

14th opal
Curses!

These snatchers must work in pairs, for no sooner had we filled one with bolts did another sneak into the fort and make off with a child, Thob Erarmeng! Luckily, his parents were in the dining room at the time, admiring the rather nice tables, so their loss is perhaps not as terrible.

15th opal
Lurked some more. I finally had to open my last packet of Jolly Sailer tobacco, leaving me with some Old Urist and a single tin of the finest Smokedabbey tobacco. The younger generations stick to cheap ratweed. The Miasma pit has grown so foul that some of the stench has found it's way up the main staircase and into the cage hall.

16th opal
Ordered more engraving in staircases.
Dresdor took some bracelets to his tomb.
This place needs a temple to a god, preferably mine.
Several cats and a horse have taken to following me.

17th opal
I had news from a distant fort that a former leader had gone mad and holed up in a tiny hermitage. That seems like rather a good idea at times.
I hear my cousin, Maggarg the Younger, has taken a place in the ruling rota there. Unusual, perhaps, he usually shirks from responsibility.

18th opal.
Another child has come of age. His name is Deler Momuzurmim, and he is also another music with rocks in fan. His music is even louder than that of the other boy. His favourite band is called Children of Boatmurdered.
We captured another snatcher, so I have alerted the squads.

19th opal.
More smoothing around the fortress.
Somehow, pet elephants are on the top of the arch.
This place is still mad.

20th opal
I saw a perfect addition to our menagerie today.
A giant tiger in a cage, a truly magnificent beast.
I ordered it trained immediately. If only there was a way of having a war tiger.

21st opal.
I was thinking about giving the Captain of the Guard a small pack of war dogs. If I could find the forms I needed.

22nd opal.
Our drink stocks have shrunk somewhat recently to 874 pints.
I believe that our plant stocks are taking up valuable booze barrels. Our strawberries have borne fruit, which is good.

23rd opal.
sat in my little hole again today. It's quite nice to think that I'm the only one who knows about this place. This fort has the greatest above-ground constructions I have ever seen (I went above ground at night once or twice.)
Although I have seen woodcuts of Nist Akath and Migrursut, both of which put us to shame.

26th opal
captured another snatcher, and I had a 3-day nap down here.
construction has not progressed at all, which is disheartening, considering I have just over a month left to finish off.

27th opal.
I looked at our Import/export reports, and found that we have imported over 650,000 turtles more than we have exported in total.

28th opal.
I'm truly glad of my stamp, as I've just had a new spate of slaughtering permits from our butchers.

1st obsidian.
My final month has begun, and I am still not prepared for the cartographers. Every leader before me had a map made, and I do not want to be the exception.
Construction remains damnably slow.

2nd obsidian
I sat in my hole, filling the shelves with as many of the conserved logs and maps as I could. I shall try and keep it dry in here.
Think dry thoughts, even.

OOC:
Oh no, I'm going to have to work out how to use the map compressor D:

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 19, 2008, 04:30:34 pm**

I think "Imports" include seized goods. In which case we've stolen a whole heap of shit from the elves, which can only be good.

The instructions for exporting the raw images, converting to the single file and then uploading to DFMA are all on the DFMA site, but if you can't be arsed then I'll do it once there's a save file around. After that, you can fill in all the Points of Interest - dead dwarves, filled tombs, captive carp, quiet hideaways, vomitfalls and so on.

As for War Tigers (and indeed War Carp) it may be possible to have them by messing with the raws, but I'd rather keep this fort in vanilla DF.

Anyway, good update. I look forward to seeing the fort in all it's chaotic glory.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Qmarx** on **September 20, 2008, 12:12:03 am**

Quote from: Jools on September 19, 2008, 04:30:34 pm

As for War Tigers (and indeed War Carp) it may be possible to have them by messing with the raws, but I'd rather keep this fort in vanilla DF.

You could lock up an animal trainer with them for a couple weeks, then weaponize them with dwarf companion.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 20, 2008, 10:22:25 am**

Quote from: Jools on September 19, 2008, 04:30:34 pm

I think "Imports" include seized goods. In which case we've stolen a whole heap of shit from the elves, which can only be good.

The instructions for exporting the raw images, converting to the single file and then uploading to DFMA are all on the DFMA site, but if you can't be arsed then I'll do it once

there's a save file around. After that, you can fill in all the Points of Interest - dead dwarves, filled tombs, captive carp, quiet hideaways, vomitfalls and so on.

As for War Tigers (and indeed War Carp) it may be possible to have them by messing with the raws, but I'd rather keep this fort in vanilla DF.

Anyway, good update. I look forward to seeing the fort in all it's chaotic glory.

Please do, by all means.

The map compressor is a little daunting. (I have plenty of interesting points, don't worry.)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 20, 2008, 11:40:19 am**

I just want to know if I made it to my tomb or if I got dumped in the moat. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 20, 2008, 12:33:43 pm**

Quote from: Kazindir on September 20, 2008, 11:40:19 am

I just want to know if I made it to my tomb or if I got dumped in the moat. :)

Don't worry, all the bits of you are in the tomb, along with your axe, I think.
Anyway, I'll update for the last time at the end of the day.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 20, 2008, 02:00:56 pm**

3rd obsidian
I have heard news that I will not have to handle the cartographers.
I was informed that the former ruler Jools would handle it, or possibly our next ruler. Good news, I celebrated by bringing a small keg of beer into my hole and drinking it.

4th obsidian
I decided to have the Big Pillar hollowed out and made into a cheap room. Don't know why.

5th obsidian
If slowness were pain, the builders of this place would have long ago given in and been eaten by a Rock Salt Block carp.
Aha! An idea!
The new Pillar Room shall be given to the cursed Astesh!
She'll only last a few months.
Especially if I lock the door.
She wanders around in stained rags anyway.

6th obsidian
Finally met Endok the Elephant tamer. It is rather nice to finally find a dwarf older than me, even if he is a little doolally at times.
He seems decent enough, and is a rather good mechanic, a skilled fighter, a truly adept mason and a godly engraver.
Like many dwarves, he wears a tattered dress as a kind of impromptu robe.
Wait a mo...
I'm wearing a dress, and a rather nice new one at that.
Ah, it hides the holes in this robe. Good as it is, even masterworks cannot hide from time.
I have another leather dress on as well, and it is a web of leather around some large holes.
And another robe.
I've worn some of these clothes non-stop for nearly a decade, just adding more.

7th obsidian.
I found a hidden packet of jolly sailor today. It was near the trade depot.
I shall enjoy this.

8th obsidian
Not much happened today.
Our builders are mostly sleeping or eating.

9th obsidian.
was thinking of more ways to vaporise a few nobles in my hole today. I am enjoying and savoring my new packet of Jolly sailor.

12th obsidian.
Nearly done now, just over half a month left.
Builders slower than ever.

13th obsidian.
I do not feel compelled to write much, as it seems the activity of the fortress has slowed down somewhat as winter deepens.

15th obsidian.
Apparently the deep winter slumber doesn't stop people holding vomit parties on the arch instead of doing what I told them to do, in other words, build.

16th obsidian
Cleared up all the old permits and placed them in the Record room, which is simply a damp stockpile full of bins of records. We need a real library, to be honest.
I suppose I will take up leadership again eventually, as many have.

17th obsidian.
Signed more slaughter permits. It seems that even in my entire year, not all the designated animals have been slaughtered and processed.

18th obsidian
It started raining today. This place has some serious rain.
The local humans call it a monsoon, and that sounds like the right name. There is so much rain that everything on the upper soil levels is damp and very squelchy, and some dwarves have to set up a bucket chain to deal with the water.

19th obsidian.
11 days to go before I get to step down. I am truly counting down the days.
Signed more permits and lit a small fire to dry out my socks. I don't know what I'd do without socks.

20th obsidian
Still bucketing down outside, apparently.
This exhibits the precise reason why dwarves choose to live in high mountains above valleys.
Nothing but the power of the gods could drown a mountain.

21st obsidian
Read about carnivorous plants in a book today.
I doubt they exist, but you never can tell.
Especially when the "here be dragons" parts on a map are actually warnings instead of a "we don't know"

22nd obsidian
Shunted some more records around.
The rain has subsided somewhat.

23rd Obsidian
The rain has finally stopped, and things are drying out a little.
I still have no reports on the new alligators, although there have been no interruptions or deaths. Yet.

24th obsidian.
A lion has given birth to more cubs, giving me the laborious job of finding them and tagging them for slaughter, and preparing the permits for the butchers.

25th obsidian
Just over 5 days until I step down. Still haven't found the lion cubs.

26th obsidian
Used up the last of the Jolly Sailor again, and I can't find any of the other good stuff. At least it's dry down here.

27th obsidian
Read about the Sea of Abbeys today.
Apparently, some insane human nation decided to divert all the rivers, and as such, the sea shrank, leaving a few small lakes with so much salt they are actually dangerous. They must have had dwarf blood.

28th obsidian
I think I'll just have a nap.
Ahhhh...

1st granite
Aaballgrggbll!
Wsfg!
My nap took nearly 3 days!
It's nearly time to receive the new leader!
Where are my non-rotten robes!
Oh dear.

OOC:
Yes, I finally finished, and the save should be uploaded soon, depending on what my internet feels like.
I'll leave the map to Jools, because I still don't quite understand the instructions.

SAVE NAO: <http://dffd.wimbli.com/file.php?id=560>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 20, 2008, 03:17:42 pm**

So to clarify, you're wearing a leather dress and enjoying some Jolly Sailor?

;-P

Working on the map now.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 20, 2008, 03:34:57 pm**

Quote from: Jools on September 20, 2008, 03:17:42 pm

So to clarify, you're wearing a leather dress and enjoying some Jolly Sailor?

;-P

Working on the map now.

Parts of a dress.
Don't worry, I have another 5 layers of clothes on.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 20, 2008, 03:43:42 pm**

Map (<http://mkv25.net/dfma/map-3562-abbeyverse>)

And I really ought to not labour the point, what with me wearing two silk dresses and one leather one.

On the positive side I'm ecstatic about everything. And some former Captain of the Guard has a stupidly nice coffin. I mean, electrum? That's just not tasteful these days.

Though it appears that the new Captain of the Guard has inherited her predecessor's 20 armour stands.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 20, 2008, 11:40:57 pm**

Well, with any luck, the new captain will start demanding some weapon racks to go with the armor stands.

This fort does seem to have a penchant for not-quite-finished constructions.

Also, what central pillar are you talking about that you hollowed out?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 21, 2008, 02:45:35 am**

The big one on the farm level.
Didn't get the chance to lock Astesh in it though :C.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 21, 2008, 05:26:24 am**

Quote from: Keldor on September 20, 2008, 11:40:57 pm

This fort does seem to have a penchant for not-quite-finished constructions.

-not-quite-finished constructions
+vast, incomplete follies.

At least two of which are mine.

Long may that continue.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **September 21, 2008, 06:49:16 am**

Quote from: Jools on September 21, 2008, 05:26:24 am

Quote from: Keldor on September 20, 2008, 11:40:57 pm

This fort does seem to have a penchant for not-quite-finished constructions.

-not-quite-finished constructions
+vast, incomplete follies.

At least two of which are mine.

Long may that continue.

Hear Hear!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 21, 2008, 07:29:14 am**

I'll take a slot in round four, if I may.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 21, 2008, 07:43:12 am**

Just a side note, some poking aroud reveals we have a deal with the humans whereby they'll pay well above the odds for prepared meals.

Guess what we have SEVEN AND A HALF THOUSAND of lying around?

We've also got 200 of several different types of seeds, which looks like an artificially imposed cap, and a huge barrel shortage - as soon as we make any, they'll probably get meals stuffed in them as there's tons of unbarrelled meals all over the stockpiles. This is probably why our booze stockpiles are dropping.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 21, 2008, 04:46:52 pm**

Updated the turn list ;-)

BTW, has anyone PMed Zerox that it's his turn yet?

[EDIT] Sent Zerox a PM. Dunno if he'll respond, though, seeing that his last active date on the forum was back in early August... Still, we'll give him a few days to respond.[/EDIT]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **September 22, 2008, 07:01:13 pm**

I find this very amusing.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 24, 2008, 08:26:31 am**

Quote from: Jools on September 20, 2008, 03:43:42 pm

On the positive side I'm ecstatic about everything. And some former Captain of the Guard has a stupidly nice coffin. I mean, electrum? That's just not tasteful these days.

Gem encrusted electrum, tyvm. With several types of gems at that. :)

/edit Oh and I think I requested anther term about a month ago, so that needs adding as well - I suspect it got lost in the Mists of Time. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 24, 2008, 12:29:38 pm**

Well, I can't exactly criticise, given my penchant for "acquiring" large gems. And then hiding behind a row of Iron Maul-equipped weapon traps.

Just on terms of timing, I hope that Zerox (?) turns up but if not, I'll pick up playing on Saturday. Back to my crusade for petty vengeance against dresdor, strengthened by a couple of years of a law correspondence course... and if I find the time, I might manage to, you know, build some more of the tower or something.

(Don't worry, I have my own Plans... however, feel free to storm in to my office and demand stuff like bridges. Just remember to duck the Iron Maul)

N.B. if anyone (especially Zerox) thinks that Saturday is too soon, just speak up and I'll wait longer.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 24, 2008, 01:53:33 pm**

Don't imprison me just because I'm a dour old bigot.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 24, 2008, 03:20:47 pm**

I'm sure I'll find some other excuse.

Spoiler (click to show/hide)

I will *try* not to imprison or kill anyone without reason, but as always I guarantee nothing. Especially given I'm pretty inexperienced with water and pumping and so on, and yet what I seek to accomplish involves things getting a little wet...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 27, 2008, 05:39:29 am**

well, it's saturday.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 27, 2008, 06:52:48 am**

I do have stuff to do *first*, you know, before I can play DF. You know, the normal boring stuff like shopping, cooking, cleaning, falsifying official documents, tax evasion, outrageous lying, and maybe even going for a quick 5k run before I can pick up Abbeyverse.

Plus I need to build a bit more in my test fortress, get the POC for what I want to do fully working before I inflict it on Abbeyverse. I'd hate to screw it up and accidentally drown one of the former rulers...

I'll post just before I start playing (probably late afternoon/evening) and hopefully will have an update posted tonight.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 27, 2008, 01:40:22 pm**

Righty-ho. It appears that Zerox is no longer with us, which is sad as this succession game's casualties are now up to 2 disappearances and 1 struck by lightning.

Anyway, I shall now take up once more the challenge of leading this fort. Having only just got my first decent powered water-pumping system working in my test fortress, I am now attempting a stupidly large project that I hope will be worthy of the Giant Follies of Abbeyverse.

So there's a non-zero chance of a water-based apocalypse and all the dwarves being drowned. Just thought I'd warn you all.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 27, 2008, 03:02:33 pm**

Diary of Jools Crestwork, Duke Consort, Abbeyverse, 1st Granite, 1062

It appears that our regular system of having Administrators for the fortress appointed from outside has failed us. We were due to have one join us, but he or she has failed to show up, for some unknown reason.

Perhaps someone told him more about this fortress than just the name. That would probably be enough to deter anyone sensible.

Regardless, given that most of the other former rulers are dead, and memory of my rule has faded enough that it seemed like not such a bad time for the fortress, I have been chosen to rule the place for a year. Obviously this is an interruption to my studies of Dwarven Law, but not an unwelcome one. The opportunity for some first-hand experience of lawmaking and diplomacy in the light of my new knowledge is one I shall grasp with both hands... and, ideally, use to beat dresdor over the head with.

I haven't forgotten about the drowning of my relative. Nobody messes with the Dodokkir clan and gets away with it. I may be living under an assumed name, but blood is thicker than water, so "Jools" Dodokkir will be avenged.

Achieving this would be slightly less complicated if dresdor wasn't the Mayor, Metropolis Manager and Hoardmaster. I shall have to undermine him before I can act.

Speaking of which, I note another strip-mining project underway. I approve of this systematic manner of extracting the wealth of this place, but we must be cautious. We do not wish to mine everything in this place at once, and trade it all away, leaving us with nothing but a vast hole in the ground.

While the fort needs many things, it seems to almost run itself now. Some redirection needs to be made towards barrel production and brewing, but otherwise we seem to be pretty self-sufficient. More clothing would be good to have, so I shall order Catten to get to work, but that covers all our immediate needs. We're not short of food - in fact I may try and trade some of it just to avoid having so much around.

I doubt, however, I shall be trading happily with the elves. It appears that from some previous ruler they have extracted promises on limiting our logging. This is not just a problem for our immediate barel needs, but a longer term problem. If the elves set a precedent by establishing de facto jurisdiction over the trees in this area, they could easily gain influence over whatever plans we have, and extend their influence into other areas of our lives - from trees to the bushes, from bushes to our above-ground farms, from the above-ground farms to our underground farms, and then to our butchering process, and finally we shall not be permitted to kill anything more, and must live for what time we can on the food already gathered.

We'll probably still die of old age before we starve, though.

Anyway, I shall start my reign by sending the elves a clear message. By their count, we have murdered 88 of their precious trees, and may get away with 30 more before angering them. I have therefore posted a warrant for the execution of a further 31 trees by the trade depot. This may be a little more theatrical than just yelling at the nearest woodcutter, but that's the entire point.

OOC: This fort is running at about 14 FPS. This may take a while. Also, Maggarg - I can see the gatehouse, I'll try and finish it off at some point, but, erm, not to put too fine a point on it - where's the gate? As in the bit we can shut when the goblins come?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 27, 2008, 05:58:39 pm**

3rd Granite, 1062

I am repeatedly being given the message "Cat (Tame) cancels Dump Item: Too injured". I am impressed by whoever it is that is using cats as beasts of burden. Truly have we dwarves tamed the most headstrong of creatures. And then somehow crippled them... which strikes me as rather wasteful, but not as wasteful as repeatedly telling me about this poor cat.

Our Weavers have run into problems making the robes I ordered made. We appear to no longer have a loom. None of the previous rulers have mentioned its destruction, so I suspect sabotage by some outside force. I have distributed posters ordering the capture of Bobbin Threadbare, just in case. And, of course, ordered the construction of a new loom.

4th Granite, 1062

We've struck Sunstone. And the miner who came to report that fact has been struck by an Iron Maul. I am more pleased by the second fact than the first.

Also, one of our Marksdwarves has gone insane, struck by melancholy. It seems that he's been incarcerated (odd for that to happen to a military dwarf) and is Very Drowsy, Thirsty, and Miserable. Hopefully he can make it to the booze and drink away his woes before the worst happens, but just in case, I'll draft another marksdwarf or two.

9th Granite, 1062

We have struck Horn Silver. As a result of our great silver stores, I have decided to build the new gate out of silver. It's a bit gaudy, but it shows off our wealth, and at least it's not as bad as being buried in an electrum coffin.

10th Granite, 1062

The elves have arrived. My tree murdering program is incomplete, annoyingly. This is partly because I had the chart upside down. We seem to need to murder another 60 trees to send a message. I hope this can be achieved before the diplomat gets here.

13th Granite, 1062

Our Deputy Trader is at the depot, even before the elves have finished unloading. Other traders please take note. While I am tempted to seize all the goods the elves bring, this would establish a precedent for robbery, and given we have far more wealth than they do, this would not be a clever thing to do. So we will trade a ton of high-quality sylvite trinkets for, well, probably everything they bring that's of any use. Especially empty barrels.

Also my official wife the Duchess has commanded that none of our querns be exported. This is a demand that can be accommodated.

16th Granite, 1062

The elven diplomat has arrived. We have 59 trees to cut down to meet our logging targets, 60 to exceed them. I suspect we're not going to make it. Never mind, our sudden deforestation program should send enough of a message.

In trading, we swapped a ton of rock trade goods and a couple of "inherited" pieces of narrow giant cave spider clothing for, well, everything the elves had. Loads of wood, some caged animals (including a black-handed gibbon - maybe we can breed it with the white-handed gibbon to get a grey-handed gibbon) and some other crap I barely glanced over. Seriously, even without selling food we can muster enough wealth to buy the entire elven caravan, and while trading, Tobul, our stonecrafter, has replaced most of what was sold. Maybe they'll bring more next year... or maybe less given what we're doing to the trees.

22nd Granite, 1062

We have struck Amethyst. An Iron Maul has struck another miner. When will they learn?

In other news, I spotted our military on duty. They can stand down for now. It's not like there are any threats nearby. Also it means our recruits can train with their crossbows and become slightly less useless. Not that they're really needed - Cilob, the depressed marksdwarf, is still miserable but happy enough not to be throwing himself off the tower or anything.

And now the Duchess has mandated the construction of a green glass item, in a fortress with no sand. When will she learn?

OOC: Getting spammed with a message telling me a siege engineer can't load a ballista because there's no ammunition. There is a task outstanding to make a ballista arrow, but the Siege Engineer can't make the arrow because he's constantly trying to load a ballista, then cancelling because there are no arrows. I'm trying to fix this by getting someone else to make the arrow, but if it doesn't work I'm just deconstructing the ballista.

24th Granite, 1062

A Planter has been interrupted by carp whilst deconstructing trees. He's stunned and drowning, but hopefully can reach the stairs out of the river before dying.

It seems not. He is surrounded by carp, having chunks ripped out of him, fighting back valiantly and breaking bits of the carp, but moving away from the river exit. I'm having someone sketch his death throes for future engravings.

He has drowned, but not until gaining recognition as a wrestler, and injuring the carp that attacked him. Both have broken bits - one has a broken upper spine and is in pain, the other is unconscious with a broken dorsal fin and tail.

I shall briefly activate our marksdwarves so they can execute these two pests.

26th Granite, 1062

Speaking of pests, the Elf Diplomat was talking to the Duchess about our tree felling limits. Prompted by me, she told him where to stick his hundred-tree limit. He mumbled something about Karma and our drowned Planter who went out to cut trees. My wife made an observation about a couple of carp corpses in the river, riddled with bolts made from the bones of goblins.

I think I can learn many of the finer points of diplomacy from her.

27th Granite, 1062

There are goblins in the cage traps by the entrance. I'm sure there weren't any a couple of days ago. I've sent our melee squad to investigate.

28th Granite, 1062

The elven diplomat has insulted us and left, without a treaty for lumber limits. He also left with his neck, which I was tempted to have my military squade by the gate confiscate from him as he left... but didn't want to set a precedent for killing diplomats. They may come in useful, some day.

2nd Slate, 1062

I've managed to sort a few things out in this fortress. We have more space for caged animals, so we can reset some of our cage traps. We have more barrels. We have tons of wood. We have a gate that opens and shuts, made out of shiny silver. And finally, we are making clothes again. Our loom is complete and working, and our master Clothier, Catten, is churning out more fashionable robes than we know what to do with.

Still, I need to get some booze brewing. We're down to 500 drinks, and still massively short of barrels.

I was planning on making a gate out of a drawbridge, but I sort of forgot.

Nil desperandum, we're sorted now. Though my lever siting may be a little too close to the drawbridge - I'll probably put another one in somewhere a bit safer and busier.

In other news, update:

OOC: Just a note, I haven't begun my Grand Construction yet - I'm technically waiting for a trigger event to occur, that will cause a... mild overreaction in my character, leading to a demand for a pointless yet cool and huge system. But that trigger event hasn't happened, and I'm sitting here just trying to make barrels right now as that's about the only thing of any significance that we're short of (we could use some more stockpiles, but that's about it). So I'm going to start clearing some space and then building now, and only justify doing what I'm doing when the trigger event happens.

4th Slate, 1062

I'm deconstructing some of the old walls and floor to the west of the fortress, the ruins of what is believed to be the system that killed my relative, Jools Dodokkir. Perhaps with the mostrosity gone he can rest in peace.

In other news, I spotted Astesh, the Duchess Consort, out is the sun, helping with the dismantling. She's still unhappy, largely about the unfulfilled status of her ridiculous demands. However, it appears that she has now thrown enough tantrums to qualify as a dabbling thrower. Perhaps we can send her out as part of the fortress' defence next time the goblins come.

Later that day:

Dresdor was out on the bridge, claiming that he was out there to bring an item to one of his many shops, when he spotted a kobold thief. Surprisingly, despite being mainly a record-keeper and bookkeeper, he managed to chase after it, catch it and kill it. He's now a Dabbling Wrestler along with his various other skills. However, he's splattered kobold blood on one of the walls by the North Gate, and is refusing to clean it up himself.

6th Slate, 1062

Another kobold on the bridge. This one was spotted by a metalcrafter called Kodol. Sadly I couldn't watch the fight, but when drafted he claims the squad name "The Axes of Comedy".

I think he has a promising future as a melee squad leader, personally. Or he would have if he had caught and killed the kobold, instead of just chased it off.

9th Slate, 1062

One of our cooks, Tekkud, has begun making masterpiece meals. A Quarry Bush leaves roast, in this case. This is excellent news. I was just getting hungry.

Meanwhile, all sorts of people are fiddling with the prices of goods. Annoyingly, they have always done so, so there's a huge established precedent for their actions and no way to stop them now. I must find a legal manner to stop them fiddling with things while I run the fortress. There should be rules, goddammit!

The elven merchants have informed us they will be leaving soon. I don't know why they'd think I would care - I've already bought everything they brought. Did they expect me to try and buy back some of the worthless crap they're lugging away?

I've expanded the logging program by the main entrance to give them a nice spectacle to see as they leave.

12th Slate, 1062

Our wealth ever waxes. We have struck native gold on the second level of strip-mining. I might order some golden stuff made, to celebrate our wealth... although it appears our metalsmithing system is stalled. There's a task to make a golden statue that's been incomplete for ages, and I see no-one making a start on it.

Meanwhile, one of our Brewers has created a Masterpiece. No, not a drink - that would be far too sensible. He's bone carving. Some sort of skull totem is what everyone's excited about.

13th Slate, 1062

Native Silver. Then Sphalerite. We're not short of minerals.

14th Slate, 1062

Some migrants have arrived, despite Abbeyverse being seen as a dangerous place to live and work.

We have:

- A Clothier (who will no doubt weep when he sees the skills of Catten, our legendary Clothier)
- A cow calf
- A Stonecrafter (We've got a Legendary Stonecrafter already, I don't think the new one will have any chance of keeping up with our current one)
- A Peasant (we needed another guard)
- A Trapper (we do need to make some animal traps and catch the smaller animals around here)
- A Miner (I shall draft him into the Guard, and keep him away from our valuable strip-mining project, he'll only waste the valuable minerals)
- A Planter (always welcome)
- A Blacksmith (Hopefully he'll start making some metal stuff unlike our lazy or reassigned current metalcrafters)
- Another Peasant (aka Royal Guard)
- A Milker (Welcome to the Fortress Guard!)

Meanwhile, we have struck mica and sunstone, and Cilob, the depressed marksdwarf, has died of thirst. He was off duty, uninjured, and free to drink whatever he wanted, so I shan't be mourning him.

Never mind, his replacements are already in place and training. And we have doors we can close, so we're not dependent on the military for our safety.

We finally have enough Guards of various types to keep everyone happy. They're all useless, but hopefully their presence will be enough to deter crime.

I shall dig some more rooms, just in case we're short of any for our new arrivals. Small, cheap ones, unsmoothed and suitable only for the poorest among us, but a roof over a dwarf's head and a bed to sleep in. I shall try and slow down the strip mining project enough to get these dug.

18th Slate, 1062

We're out of coffins. Cilob is rotting in the refuse pile. I found one coffin empty and yet unavailable for burial; this has been changed to allow burial. Hopefully his remains will be placed here, but it seems we need another proper graveyard soon. I shall have to cancel the

strip-mining project until the space has been dug. I've designated it next to the new living space, for now.

21st Slate, 1062

We need that graveyard more than ever. An engraver has drowned. I think he fell in the water after dismantling the floor he was standing on whilst over the river. Such foolishness will not be mourned. In fact, I shall ensure he is left in the refuse pile and his bones are made into bolts.

23rd Slate, 1062

I found an additional graveyard I hadn't noticed before. It's pretty full as well, though there's space for a few more coffins. This place is more dangerous than I thought.

Speaking of filling graves, Astesh has mandated the construction of three war hammers. I shall try and ensure this request is fulfilled, though with our current logjam in metalworking, I have no confidence that it will be.

Oh, and the Duchess wants querns and I want floodgates. Gah.

6th Felsite, 1062

We have querns, war hammers and floodgates. The nobles are happy and a strong precedent has been set for allowing nobles some leeway in the say of item construction when not actively administrating the fortress. Obviously this isn't something that I appreciate whilst running the fortress, but when I step down it will allow me to continue to direct work.

Later that day:

A Peasant is in a fey mood. As long as he doesn't interrupt barrel construction, this will be a good thing...

7th Felsite, 1062

Deconstructing the old ruins has caused another collapse. No casualties, just one injury and a few animals hurt. Still, it's easy to see why it was left like that for so long.

Our drink supplies are creeping up once more, after a rush job on barrels and de-assigning Brewers from Bone Carving jobs.

Perhaps related to the collapse, our Dungeon Master is now stranded up a tree. I could order a floor built to allow him to escape, or I could just order the tree felled.

TIMBERRR!

12th Felsite, 1062

We're short of doors and beds for the new bedrooms. I'm working on it. Meanwhile, we struck a vein of lignite while digging out the new peasant quarters, so I'm having it dug out. Once it's cleaned out, we'll expand a bit more of the stockpile space (too many workshops are stupidly cluttered) and then I'll re-designate the strip mining.

13th Felsite, 1062

While digging out the lignite, we struck limonite. The mineral wealth of this fortress is always surprising me.

Meanwhile, our Peasant in a fey mood has created a magnetite hatch cover. Now maybe he can make some lovely coffins for us all...

18th Felsite, 1062

We're strip-mining again, and have struck Brown Opal. I have struck another miner. Just go and dig and shut up!

OOC: Pausing for a bit, I want to get through at least half the year today, and still have yet to start my big project (though I've done a good deal of deconstruction, and put a little work in on the tower). I think some things are a bit bugged, though. Cats that seem to be hauling vermin (leading to spamming messages), workshops that aren't restricted in their use in any way that no-one will work in (I built new workshops, dwarves flocked to those instead), some dwarf unable to store an owned item because its inaccessible... there's some weird stuff going on, and it isn't my fault. Just a heads-up for anyone who takes the fort over next.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 28, 2008, 10:49:55 am**

I hope you didn't strike me D:

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 28, 2008, 03:12:17 pm**

I am doing my utmost to keep all former rulers alive. Even when they're miners. Or indeed Elephant tamers, as we shall see...

22nd Felsite, 1062

I checked over the swimming pool today, and was amazed to find some dwarves actually using it. Endok Monangbesmar, one of the fortress' most popular dwarve, was splashing about in the shallows. He's only a dabbling swimmer, but claims it's good for his constitution.

Most undwarvenly, if you ask me.

24th Felsite, 1062

Mica. Again. Then Orthoclase. Then Fire Opal. Then Brown Zircon. This place was meant to be a salt mine, but there is a vast hoard of riches buried beneath the salt.

More Orthoclase. A different pocket of the stuff, apparently. Microcline next.

27th Felsite, 1062

Booze levels are slowly rising, but we need to keep the barrel supply going if we are to get them back up to safe levels.

Meanwhile a Lye Maker has entered a berserk rage. Nobody knows why. The guard are dealing with it, which means they're absent from their posts outside my room. This allows a miner to slip in and report the striking of more Amethyst.

1st Hematite, 1062

Summer has arrived, and with it the strong sun. How I hate the sun. Why must it scorch our eyes so?

I asked around, and nobody seems to know who allowed the sun to become so bright. Some talked about gods, or fate, and Omega tried

to explain something about spinning balls hanging in space, but nobody gave me a satisfactory answer. I shall have to research the legal precedents for this, and see what can be done about it.

Meanwhile, we have struck Orthoclase again, and the Lye Maker is still in a berserk rage. He's cowering in a corner of the crypts having picked a fight with a horse and come off slightly worse, and passing peasants can't clean his blood off the walls because of him. If he's not dealt with by the Guards soon, I shall dispatch the military.

Sunstone. Cobaltite.

3rd Hematite, 1062

Dresdor wants some silver crap forged. I've ordered some goblets and other crafts to be made. Hopefully that will keep him happy.

Orthoclase.

4th Hematite, 1062

Asmel Zuglarbekar is now a Champion, a Legendary Macedwarf. Rather wastefully, he's also a Royal Guard. At some point I should redistribute the military so that the better skilled dwarves are in the army, under my direct control, and only the inexperienced and the crippled are in the guard.

Obviously I won't tell the Captain of the Guard this plan.

7th Hematite, 1062

How is anyone meant to do any work in this place? I am constantly being bombarded by messages at the moment. The same three messages. First, people are trying to give water to the berserk Lye Maker, but keep getting interrupted by a berserk Lye Maker. Second, a Fisherdwarf is cancelling fishing because he is being interrupted by a milkfish. Thirdly, our most recently gained Mason is repeatedly complaining that he cannot store one of his owned items, as it is inaccessible. The melee dwarves have been dispatched to deal with the first problem. The crossbow squad is dealing with the second. Once they're done, if the blasted mason is still complaining I'll send the entire military to deal with him.

Now a cat's complaining it's too injured to haul. Great. That's all I need. If I get one more message that I can't do anything about I shall go insane.

10th Hematite, 1062

Sunstone.

Later that day:

A human caravan has arrived. I hope they brought... actually I don't care what they bought, I'll buy it all anyway. Or at least the useful stuff in return for a thousand tons of rock trinkets and skull totems churned out by our crafters. A Guild representative has accompanied them. I shall order booze and seeds (if they have any plants we don't grow), as is my habit, though we're doing fine for both.

12th Hematite, 1062

OOO: 11-ish FPS. Can't all be the human merchants, can it? I think I'll turtle, bring everyone back inside and shut the gates.

14th Hematite, 1062

A side effect of my deconstruction efforts is that I've left a way for non-wagon creatures to enter the bowels of the fortress without having to pass through the Foe Flusher. I'm having this immediately rectified. Meanwhile, I'm having all drawbridges raised just in case there are any goblin ambush squads around.

15th Hematite, 1062

The Guild Representative asked what we wanted from him. I ordered seeds, some tin for Astesh, some bonobo leather for the Tax Collector, some two-handed swords for a laugh, and whatever booze they could lay their hands on. Nothing too urgent, or highly priced, but we'd pay well for all of it.

17th Hematite, 1062

Dresdor has been re-elected. Primarily by not announcing the election, so his single vote secured him another term. I am contesting the result, but hold little hope of success.

24th Hematite, 1062

Trading. Metal bars, rope, cages, animals, food, bags, seeds, weapons, shields... everything of value they had, we bought. I let them keep their toys, crafts and all the clothing they brought that didn't fit us. Plus the anvils, we have loads of those already.

In return, they got tons of crap - rock trinkets, skull totems, and lots and lots of narrow goblin clothing that won't fit us and won't fit them either. They made a 50% profit on the deal but most of the goods we gave them were imported from goblins, so we've just swapped useless crap for useful stuff.

1st Malachite, 1062

The breach in the fortress walls is sealed, and I have re-opened the main gate. Doing so has accidentally squished a donkey that was loitering outside. I shall have it scraped up and made into pate.

In other news, thanks in large part to some trading, we have over 1000 booze again.

2nd Malachite, 1062

OOO: Dismantling the last above-ground-level part of the ruins, I appear to have deconstructed stuff in the wrong order and knocked myself unconscious, along with a bunch of minions. Nobody's hurt, but there's a bit of a mess.

Still OOO: Because I'm still unconscious. Anyway, new migrants. For the second time in a year. I really ought to try and get those new rooms done.

- A Gem Setter (Welcome to the Fortress Guard!)
- A Speardwarf (listed as a Wrestler)
- A mule
- A Farmer
- A puppy
- A Metalsmith
- A pair of donkey foals
- A Blacksmith
- A Peasant
- A Bowyer

Meanwhile, Astesh has forgotten a demand. Hooray!

6th Malachite, 1062

Dresdor's infernal ruins tried to claim more lives as they were being dismantled, but they failed. We are still alive!

But just in case something happens, I've ordered the placing of a whole mess of coffins, in the main burial chamber and the peasants' burial chamber. They'll be designated for dwarven burial only - as soon as you allow pet burial, the blasted things are filled with stuff that would be better off made into sandwiches.

I've also stalled the strip mining again, so we can get some more stockpiles and other stuff dug out.

8th Malachite, 1062

The human Guild chappy waved some sort of export agreement at me just now. I spotted crowns as one of the main items they wanted, but I honestly couldn't care less. We're so rich here we could practically buy their civilisation, and replace the wealth in a couple of weeks.

11th Malachite, 1062

Our wealth draws less savoury elements as well as merchants. Goblins are present. One squad has revealed itself by blundering into a cage trap, just south of the outer wall. A lasher, a pikeman and a few wrestlers, one of which is now caged. I shall order the gates closed and the military summoned immediately. And a new pair of trousers, my current ones are wearing a little thin.

Meanwhile there are now three caged goblins, and one human Guild Representative blundering obviously towards them - and, more importantly, their uncaged squadmates. Blithering idiot of a human.

12th Malachite, 1062

The gate remains open. No-one has yet reached the lever to close it. And guess who seems intent on sprinting out to reload the cage traps?

Yup. Endok.

I'll see what I can do to stop him dying. Meanwhile, the goblins are milling round their leader, who is immobile, stuck in a cage trap, and the stupid human has escaped their ambush by going south instead of east.

Phew. Just before sprinting out of the gate ahead of our military, Endok has changed his mind about reloading the cage trap, and decided he wants a drink instead. I shall continue with the massacre, however. Sooner or later some other idiot will want to reload the traps.

Combat! One Hammer Champion against three goblin wrestlers and a goblin lasher. I wonder how this will end...

With a drowning Hammer Champion. Twenty-four named kills, and the Lasher just knocked him into the moat. Fortunately a following Champion splattered the rest of the greenskins, and the initial one made it to a set of stairs allowing him to climb out of the moat and survive.

16th Malachite, 1062

Astesh has mandated three tin items. We have one tin bar, bought from the humans. I'll give the goblet trick a shot, but I'm making no promises...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 28, 2008, 04:58:50 pm**

Oh bother. I can't load this cage trap when I need a drink!

I'll bet that that champion has fallen in the moat before. I know that Kazindir at least fell in a couple times. There's a reason for those hatches inside the foe flusher e.e

As for the cats, this is a new feature of the latest release. Toady reenabled the code to allow cats to bring dead vermin to their masters, but apparently forgot to provide them with appendages usable for such a task.

That engraver no doubt wants one of the narrow items from the dead goblins at the bottom of the moat. I seem to recall some dwarf with a penchant for collecting narrow iron chainmail. If you simply empty the moat, I bet the problem will solve itself. Unless of course he wants one of the ones on the bottom of the river.

Ah yes, and I almost forgot! One of the miners told me to tell you that we've struck microcline! Praise the miners!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 28, 2008, 05:33:23 pm**

There's stuff all over the river bed, and not that much in the moat, so I'm guessing it's in the river. Some day we'll have to pump it out.

And collecting narrow iron chainmail is relatively mild compared to some of the other stuff going on. Like the tax collector showing an unending obsession with obtaining new clothes. It's positively unhealthy, and half the stuff she's acquired and never worn. Some of it doesn't even fit her! I'd love to see her try and squeeze in to that pair of narrow jaguar leather trousers she picked up from outside the front gate...

Actually I would pay pretty good money to see that.

Anyway, moving swiftly on - the short update of everything else I've managed to do today.

4th Galena, 1062

I've built a couple of leashes out by the main gate, and put puppies on the end of them. Hopefully they will sniff out any lurking kobolds or goblins attempting to enter the fortress.

6th Galena, 1062

A peasant has been possessed. Bah. I hope we at least get a decent artifact out of this. Also, dresdor wants more silver crap. Hopefully if I can distract him with the shiny shiny silver stuff I can more easily undermine him.

7th Galena, 1062

I'm waiting on the miners for a couple of projects now. They promised they'd hold off on the strip mining after digging out a couple of last veins, but they're taking an age. There are some stockpiles that need to be enlarged (primarily furniture), some digging on the surface, and an important new mural to be dug. Its sited by the peasants' quarters and graveyard, and should hopefully inspire them to greater efforts. I worked on the wording of it myself, and am quite proud with my efforts.

12th Galena, 1062

The possessed peasant has completed a magnetite toy boat. While this sounds like one of the most useless things ever, it's actually rather enchanting. Set it afloat on a small pond and you can make it sail about by drawing it along with another lump of magnetite. Oh, and it has the image of a kobold bulb on it. It's almost enough to make me not want to punch the next miner who storms in proclaiming we've struck some new mineral pocket...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on September 29, 2008, 03:46:31 pm**

Quick update - not much further in than last night, but Events are afoot. My Grand Plan is revealed, and someone whose name we all know dies!

20th Galena, 1062

Checking the records, a Trapper appears to have been struck down. I have no idea when, where or why.

Oh well. At least he'll have a coffin to be laid to rest in, rather than just being dumped in the refuse pile.

23rd Galena, 1062

Dresdor is demanding bracelets be made. I'll double-check that our Legendary Stonecrafter is churning out crafts that include bracelets, and just cross my fingers...

25th Galena, 1062

The Duchess wants a quern. Again.

27th Galena, 1062

One of our bone carvers has begun making masterpieces. He's learnt the hard way - no fey mood, just cranking out bone bolts by the thousand. He's still not legendary, but this is a pretty good achievement for an ex-leather and wood crafter.

3rd Limestone, 1062

Autumn is here. We're pretty well set up, stockpiles enlarged, new rooms, new graves, less ruins, more booze and so on. And yet I am irritated by something.

It has started raining.

Who permitted that? *I* certainly didn't. Nobody else here has the authority to do that. I've been asking, just to see if anyone has exceeded their authority, but no-one has yet owned up.

This is intolerable. We are dwarves! We should have the final say on when and where it rains! No scheme is beyond the skills of dwarven engineering!

No-one else in this fortress is convinced. They think we should leave it to Nature, or the Gods. Nonsense, say I! We shall take control of the weather ourselves! We shall block out the sun! We shall collect the rain, and only permit it to fall on the land when and where it suits us!

I shall retreat to my rooms and begin work on the blueprints immediately. Thus begins The Weather Project.

OOC: OK, so the plan is to build a series of pumps up from the river to some spot near the top of the Z axis, then build a modular system of reservoirs up there with floodgates underneath linked to levers or possibly pressure plates. So the reservoirs get pumped full of water (and catch anything that falls), and when we want it to, it rains over the area we pull the lever for. Rains rather heavily, in fact - it's essentially just a Foe Flusher system. The plan is to get to the top of Z axis, build an initial reservoir and floodgate over the western gate area, then (using a modular system) expand it out over most of the rest of the map, bit by bit. Except over our fortress - we need some space to grow sun berries and the like. The trouble is that construction is teeth-grindingly slow. It seems my dwarves will find *any* excuse not to build stuff I need right now - though that might be partly my fault, after a huge increase in furniture stockpiles has meant a lot of workshops need uncluttering.

Meanwhile, one of our marksdwarves has become a Champion. She had a party and everything to celebrate. All her friends were invited. Nobody told me about it and I didn't get there until all the cake was gone.

12th Limestone, 1062

A few days ago I noticed that of the only two remaining bits of ruin, both had only a single piece of wall over land, supporting all the rest over the river. One quick dismantling job on each piece of wall and the rest would collapse harmlessly into the river... or at least that was the plan. I designated just one of the jobs, unsure of the results, and waited nervously. And guess who came along to do the dirty work? Why, it was one of our favourites.

Astesh.

One quick collapse later and even though she was standing *beside* the collapsing wall, she's got a broken upper body, left upper arm, and upper spine, and a bruised liver, right foot, right upper leg and right lower arm, she's winded and unconscious.

Oops.

Maybe I'd better make some tin items to make her feel better when she wakes up.

Oh dear. She's suffocated. What the hell am I going to do with all that tin I ordered?

Anyway, I think I won't collapse that other bit of wall, just in case.

Meanwhile a caravan has arrived, from the Mountainhomes. I shall ensure they turn a profit and take many offerings home.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on September 29, 2008, 04:53:41 pm**

15th Limestone, 1062

'Endok' Monangbesmar, Elephant Tamer Cancels Load Cage Trap: Interrupted by Elephant. Jeese. Just tame it, man!

I notice that in the cage trap he's reloading is a lead cage with an elephant in it. I have idea who's going to carry that back to the fortress - not me, I can tell you.

18th Limestone, 1062

The Deputy Trader is reportedly on his way to the Trade Depot, bearing some goods for sale. I leave instructions that once he's there, he should stay and trade with the dwarven merchants. So what does he do?

He goes to bed. Honestly. And he was seeming like such a good trader, too.

19th Limestone, 1062

An alligator is interrupting work around our main gate. It is in pain, with a broken head and mangled tail. The only animal nearby is a puppy on a chain. Either that's one lucky puppy, or the alligator was previously injured and has dragged itself to our front gate so that someone will put it out of its misery.

I'm sending the melee squad. The alligator is now unconscious, while the puppy strains on its leash in order to stay as far away as possible.

The alligator woke up long enough to chomp on the puppy, before one of our champions wandered along and knocked it flying to it's doom. Blasted wildlife. One of these days I'll get round to having the spawning grounds for alligators walled off.

24th Limestone, 1062

The dead puppy is being swiftly replaced outside the front gate. This is especially urgent as we've just spotted a kobold thief nearby. I drafted the Farmer who found it and he swiftly squished it, but there may be more out there.

28th Limestone, 1062

Trading. Bars, blocks, wood, ropes, cages, barrels, weapons, bolts and a ton of food. Oh, and I bought a load of large gems on the basis that I like them. I excluded a load of stuff from being bought on the basis that it was poor quality but then tarted up with a quick gem encrusting - that makes things stupidly expensive. I must remember that trick - we've got loads of trade goods, and loads of gems.

I left the instruments, trade goods and so on. Not worth our time. I gave them a ton of narrow goblin clothing in return. Completely useless but pretty valuable nonetheless. I then gave them an offering of about 4000 of rock trinkets and skull totems, because I felt I'd screwed them a bit on the deal.

OOC: I think that should bring enough value in to trigger the arrival of the Queen...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Grath** on **September 29, 2008, 11:08:35 pm**

Suggestion: Forbid the cage traps during a goblin attack. Then nobody reloads them until you un-forbid them.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 30, 2008, 08:38:23 am**

Quote from: Jools on September 27, 2008, 01:40:22 pm
which is sad as this succession game's casualties are now up to 2 disappearances and 1 struck by lightning.

I DIED DEFENDING YOUR USELESS BODIES YOU UNGRATEFUL BEARDLINGS!

/vengeful ghost. :D

Ashtesh the Accursed has been struck down! Muahahahaha!

About this here rain thing...
Muddy ground seems to screw up tree growth for a good while - when the outer courtyard (back when it was actually outside the walls) got flooded due to moat and waterfall mishaps, very few new trees grew there for around 5-6years. They weren't being trampled either, as the road is "high traffic" so dwarves mostly actually stay on the roads.

And we seem to go through an awful lot of trees...!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 30, 2008, 10:55:46 am**

We're not short of wood. The Elves bring a ton every year, and the north bank of the river is practically pristine forest just waiting for an axe.

Plus we've got plenty of coal for the smelters and forges, no need to make charcoal for now.

As for Astesh, I honestly wasn't (a) expecting the job to be lethal or (b) intending to send her to her doom. It just happened. And now there's a ton of tin coming in from the Humans next year, and no-one who gives a damn about the stuff.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 30, 2008, 02:06:36 pm**

I'm so happy that Astesh the Accursed met a nasty end.
(I'm also glad it wasn't me)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **September 30, 2008, 05:03:17 pm**

2nd Sandstone, 1062

Another kobold thief spotted, this time by a mechanic reloading a cage trap. Blasted things. I let the kobold escape - perhaps if I kept the military more active, it might ensure that fewer escaped with their lives.

Oddly, the kobold was discovered near the main entrance - it had passed several piles of crap dumped by dead goblins, caravan guards and the like outside the fortress. I wonder what was wrong with all that stuff... it's all perfectly good, we just haven't got round to stockpiling any of it yet.

5th Sandstone, 1062

Apparently, no potential migrants have even considered making the journey to such a "cursed death trap" as Kulettogum this season. This is good in my book - fewer rooms to dig and fill with stuff...

9th Sandstone, 1062

The Duchess wants green glass crap again. She may be good at talking to diplomats, but it seems is extraordinarily dense when it comes to noticing that the fortress has never made a single piece of any type of glass.

15th Sandstone, 1062

Joyous news! A child has been born to a wood burner! Meanwhile, my minions seem to be unable to understand that if an item is blocking a site, it is possible to move it so you can complete your job. Gah.

17th Sandstone, 1062

The newborn baby is for some reason drowning in the moat. I don't know how it got there. The mother remains ecstatic, even after its death.

Meanwhile the Tax Collector want bonobo leather items. I'm tempted to suggest something inappropriate to her, but I think I'd rather just take the safe route and order some crafts made... I might have to build a workshop and a dedicated bonobo leather stockpile somewhere though.

On a side note, Astesh's corpse is rotting in an open graveyard on the surface.

20th Sandstone, 1062

An initial test of some pumps for The Weather Project is going ahead. And who is testing it? An injured Mason is pulling the lever. He's got a bruised upper spine and a mangled left lung, and he's going round pulling levers. Great plan.

1st Moonstone, 1062

OOC: Doop de doo, stuff going on. Tower building, building up a tower of pumps, but it isn't exactly going smoothly. Stuff is annoyingly in the wrong place, I've retreated to just trying to pump water as high as possible, but from looking at other constructions, it looks like there are *much* simpler ways to get the power through a stack of pumps that the way I'm going with. Still, that's reasonably fitting. Meanwhile a key gear assembly isn't build because there's a Highwood Log in the way. Grrrr.

Woo! Planter in a fey mood!

BIC: We have struck Borax. This is a new one on me. I allowed the miner who reported it to get off without a beating this time.

3rd Moonstone, 1062

I just spotted a clothier (a recent migrant, not any of our skilled ones) coming out of the rooms that used to belong to Astesh. Specifically, the tomb. Carrying six dwarf bones. Claiming to be storing some item in a stockpile.

I'm having some more weapons forged and adding traps to my tomb. Nobody will be turning *me* into a totem and a stack of bolts.

11th Moonstone, 1062

The Planter has begun a mysterious construction. He's got two lumps of magnetite, rock salt, brown jaspers, two bolts of giant cave spider silk cloth, a mahogany log, two turtle shells and a cave lobster shell. I was half expecting to see a partridge in a pear tree, but if there is one it must be buried underneath all the other crap he's got in there.

Seriously, that's going to be some gaudy item. What happened to the grand old days of yore when an artifact was just a rock salt hatch cover decorated with rock salt?

Also I appear to have run out of logs. Looks like the barrel construction project has been successful enough for now. I'll start some logging going to ensure a supply for the future.

16th Moonstone, 1062

A magnetite flute. Decorated with turtle shell, encircled with bands of more magnetite, brown jasper, giant cave spider silk and cave lobster shell. It has spikes of mahogany and some images on it - five-pointed stars in magnetite, a rubber tree in rock salt, a dwarf in giant cave spider silk, and a cave spider silk head veil in turtle shell.

That's utterly rubbish. I can't use it and I can't sell it. At least I have another Legendary Stonecrafter out of the deal.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 01, 2008, 08:16:36 am**

Don't you see? You play that fflute and that magnitite toy boat will follow you.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **October 01, 2008, 03:19:21 pm**

Nice to know I've been a thorn in your sides for a very long time. I half expected to die very violently a year after I was done playing. After all, surviving to old age in Kulettogum? Not possible.

Do we have any War Carp yet?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 01, 2008, 05:30:02 pm**

Nah, you're safe, dresdor. Buried deep within the fortress, counting our wealth... unless there's some unplanned massive cave-in or accidental fortress flooding, you're safe. Your many years of training in the ancient and mystical arts of bookkeeping have left you Mighty, Very Agile and Superdwarvenly Tough, so I doubt that anything short of a tantrumming Champion will be a threat to you.

I must admit I completely forgot about the carp.

Oh yeah, and sign me up for the next round. Trying to do this this Weather Project thing was stupidly optimistic when I started, given how far the tower got, but goddammit I want to inflict some absurd, insane structure on a succession game.

Anyway, update (I'll do the save and map tomorrow morning):

12th Opal, 1062

The Duchess wants some nickel items. Good luck with those, and please don't ask for any more as that's the last of the nickel.

20th Opal, 1062

Nothing is happening. Oh, messages pop up about mandates ended and job items misplaced, but really, nothing's going on. Construction of, well, anything is painfully slow. The Weather Project is only struggling up to the height of the Foe Flusher, the Great Tower shot up a

few floors but is now growing more slowly than a dead tree, and about the only stuff that is moving in is lumber from the tree felling areas.

4th Obsidian, 1062

We have another champion. This one is a Hammerdwarf in the Guard - and a former Potash Maker, proving that they can be turned in to something useful. Too useful for the Guard, in fact, but military re-organisation is beyond my remit as a civilian administrator. At least that's what the Captain of the Guard told me after barging in to my office and making dire threats involving my spleen and a carp. Maybe some other administrator can overrule him. Personally, I'm making sure that he stays on the *other* side of all my weapon traps.

10th Obsidian, 1062

I just cast my eye over the justice list. It seems that all the people I ordered punished have been dealt with. That's quite pleasing. Most of them are dead, which is less so. More coffins to fill, fewer people to make them. Speaking of which, I've opened a second new graveyard, just in case.

11th Obsidian, 1062

I'm adding an iron lid to the salt shaker tower. It should probably be stainless steel, but we don't have any of that, so I'm sticking to iron. When it gets rusty we can send criminals (i.e. anyone who upsets me) up the tower to deal with it.

24th Obsidian, 1062

A minion has been interrupted by a bonobo while loading a cage trap. In the interest of securing some more leather for the tax collector, I've activated him and sent him off to wrestle it to death. I really hope he doesn't die just to try and get the Tax Collector a brand new pair of leather trousers.

He made it. Sadly the corpse is about as far from the fortress as you can get on the south bank, so getting the leather might still incur casualties.

1st Granite, 1062

The time has come for a new administrator for this fortress. Not only is it the appointed time, but it is also an opportune time. Much wealth has been offered to to the Queen in the Mountainhomes, and rumours are abound that she might grace us with her presence in return.

Obviously it would be foolish to claim any responsibility for this fortress when she arrives, let alone actually be in charge at the time. I shall retreat behind my maul traps, or perhaps even down into my tomb behind the multi-weapon trap, and wait for the storm to blow over as I polish my collection of large gems. While much of my work is undone, it must remain so for a time - I fear that dark times are coming, and I shall not venture forth until safety is assured.

Though I might nip out if I hear the Tax Collector gets a new pair of bonobo leather trousers. That'd be worth seeing.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 02, 2008, 09:00:36 am**

Map (<http://mkv25.net/dfma/map-3623-abbeyverse>)

Save (<http://dff.d.wimbli.com/file.php?id=580>)

Enjoy! I think it's Omega next.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 02, 2008, 10:10:00 am**

Presumably I was sitting in my hole, puffing away on a pipe whilst you were in charge.
Probably complaining about the dress.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 02, 2008, 11:04:14 am**

I think you were diligently digging, Maggarg. Mineral veins, stockpile room, murals and so on.

Oh yeah, Omega, you might want to re-designate the strip-mining thing on level 3. It's mostly designated already, except for a few crucial tiles, so the miners could get to any of the rest to start digging. This was done in the hope that the miners wouldn't spend all their time down there and would do the stuff I wanted instead, but you may want to re-prioritise.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 03, 2008, 07:50:16 am**

Ooh, the swimming pool looks fully engraved on the map now, very shiny. :)

Random question, anyone know if plants will grow on muddy masonry? Specifically, outdoor trees.
Just thought of another Cunning Plan idea that might be worth a try - if trees will grow on muddy floors, build a tower with a central staircase, flood the whole thing, drain, wait for trees to grow and then you can harvest trees on any given level without any trampling on other levels!

So, I charge someone to make a small patch of constructed masonry floor outdoors somewhere by the river and give it a quick flooding, so we can see what, if anything, grows there in the next few years!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 05, 2008, 04:16:13 am**

Well, at the very least, I know that muddy constructed floors work for farms, so you could have a farm tower... Each level dedicated to a different crop...

Hmm. Omega2 hasn't been on the forum for about a month. I guess we'll see if he shows up or not. Jools, did you PM him?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 05, 2008, 01:48:02 pm**

Nope, no PM from me.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Omega2** on **October 05, 2008, 04:28:56 pm**

Sorry, folks!

Couldn't get DF to run smoothly since the update that allowed the window sizes to be changed, and this particular fort was already running slow as hell back then. So I'll have to leave the list for now, or at least until I get my new iMac. ;)

So yeah, call in the next vict-- err, administrator!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **October 05, 2008, 05:38:28 pm**

I would like to sign up for another turn, I will be paying attention but please PM me when it's my turn

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **October 06, 2008, 03:48:14 pm**

This is strange... what is this letter I find?

What's this? An invitation, to LEAD a mining expedition? Oh my, this is exciting! This should be very easy for a butcher like me. I bet it's beautiful and calm, with a nice brook to run through it, and everyone is happy there. Maybe even Goblins will come along to greet us, they love to do that here at the Mountain Homes! I shall set off immediatly!

OCC:Oh gosh, it's me...

Ok, I'll not be able to start it tonight, it's almost 10:00 where I am, and I need lots of sleep for tomorrow, plus I like sleeping. But as soon as I get in tomorrow, I'll get right on it!!!

And hopefully not kill everyone in the process...

1. Get there
2. Do a Crazy cool prodject
3. Make myself a tomb (It's needed!)
4. ...
5. PROFIT!!!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 07, 2008, 05:09:30 am**

Making your own tomb should always be high on your list of things to do. It's both very dwarfy and in Kulettogum, highly practical. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 07, 2008, 05:52:18 am**

Stuffing it full of large gems you've "acquired", then defending it with a heavily-armed weapon trap is an optional extra.

That said, there's now plenty of space in the various commoners tombs if you're not above being buried in a mural telling you to "WORK HARDER OR ELSE".

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **October 09, 2008, 10:49:09 am**

Hey, sorry there havn't really been much updates, computer completely screwed me up the past 2 days. I was going to tell you about it, but then my FORUM account screwed itself up.

Successful start :P

Anyhow, you should get an update later on today!

Also, does anyone have any idea how to upload pictures, I'm trying image shack, but it doesn't seem to be working, I just get a red X

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 09, 2008, 11:26:32 am**

Yeah, my forum account was briefly glitchy too. Still, good that you've managed to overcome the difficulties and get somewhere. Also...

<Looks shifty>

A picture is worth a thousand words, but I like writing, so I just give people an extra thousand words. You could try imageshack or photobucket or something, though.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **October 09, 2008, 04:30:57 pm**

Man, I can't even meet my OWN deadlines...

Sorry, something came up, and I could finish even a month, great progress I'm making...

Still, I'll give you what I have so far.

1st Granite 1063: My, oh, my, what a wonderful place! The birds are chirping, in the air is that fresh cut stone smell, and we are surrounded by trees! Trees!!! That means we can cut them down, oh the fun we shall all have! I think I shall have a look around...

Some time later: OH THE HORROR!!! This place is a nightmare!!! Nobles want anything they can get their hands on, I can't make sense of the layout and there are CARP in the river!!! Ooh, I'll get rid of them... And I'll cut them up with my butchers knife!!! Then they will know their torture!!! Worst of all, most of the fortress is OUTSIDE!!! Ohhh... I hope I don't get quesy and vomit all over the nice decorative statues...

I have just met some of these darn nobles. They all seem ok, for nobles, except for one. The Hammerer. He scares me... 7 kills, all of whom are dwarves, one of which was a former leader!!! Oh, I hope he doesn't move on me next... One look of that darn weapon makes me queasy...

I need to cut up some kittens...

2nd Granite 1063: Oh my, this is strange; Stukos Abanshetbêth has starting acting strangely... She’s claimed a mason shop, and is demanding items of all kinds!!! Why oh why must this happen on the day AFTER I get to this place!!! It seems as if it doesn’t WANT me to survive!!! Just in case, I’ve began to sort out where my tomb will be, I’d like to rest in piece, though hopefully not in pieces!!!

Oh, I’m sorry Diary, I’ve made a funny.

In other news, I’ve began to sort out my sleeping arrangements. What are the chances, when I got here; there was a room, all ready for me! Well, there wasn’t anything there, but I’ll soon sort that out! Ahhh, it feels good to be in charge...

3rd Granite 1063: Wow, everything seems to be happening at once, Thob Olinmes has become a Hammer Lord! Good to know that our military is up to date! In other news, I’ve ordered many puppies to be killed; the amount of animals here is deadly. I’ve heard that too many destroys your “FPS” whatever that is. I would personally prefer to be safe than sorry.

4th Granite 1063: Lot’s of updates here, I think I might be getting writers cramp!!! I inspected the Carp Catcher today. It leaves a lot to be... desired. A lot. More than an elf wishes to hump a tree. First of all, it’s done by manual labour, just to pump the water out! That won’t do, I will have to find a way to make that better.. To the mechanic’s room!!!

10th Granite 1063: I’ve finished my plans!!! So has Stukos, it seems, she’s began some strange construction, and will let no-one near her, else they wish to feel her foot against their beard. And she’s strong! Anyhow, the carp catcher will now have a drainage system, with a self powered pumping system. And it will (hopefully) work!!! Still, hard labour will serve well, here, to the building!!!

12th Granite 1063: The River has run red!!! Oh... what a horrific place this is. Truly this is another omen against my leadership. What could have caused it? Was it the carp? Ooooh, I’ll get them if it’s the last thing I do. Which it most likely will be at this place... Why oh why did I come here. Why didn’t I stay at my lovely little Dwarf hole, with its nice big butcher shops...?

13th Granite 1063: Elves... Speaks for itself...

Woodcrafts, anyone?

14th Granite 1063: Stukos has finished her work!!! She calls it “Adron”, a Rock Salt Throne. It is covered in masterful artwork and is absolutely brilliant. I wish I could show other Dwarves it, but for some strange reason, Stukos says no, that her “Image Shack” isn’t working.

What a strange place this is...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on October 10, 2008, 05:32:18 am**

Hehehehehehe. Welcome to ~~Beatm~~ Kulettögum!

This place is a mess, but a glorious one, in my view.

Most crafting and stuff is done on sub-levels two and three, with a small number of workshops crammed in to a tiny space. There's some scattered masons workshops as well, but there's never been much organisation to the place. Other than that, it's all bedrooms, tombs, mining projects and aboveground follies.

Enjoy!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke on October 11, 2008, 04:32:07 am**

If you're looking to see why we don't have many champions, look back at my year.
I managed to get about three of them killed because I didn't understand armies.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools on October 11, 2008, 09:11:18 am**

We've got about a dozen Champions these days - though most of them are in the Guard, a bit of creative reassigning could easily give us an extremely powerful military force.

All we need now is a decent bit of construction to allow us to attack bowgoblin squads at short range.

As for not knowing how armies work, I've never exactly considered myself skilled in their use. It's all down to putting them on duty, marshalling them somewhere (ideally), then once you've got 4 or 5 good fighters together, charging.

Or if you're caught out by goblins ambushing you inside the gates, skip every part except the charging - and pray that the squad leader doesn't need a drink.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor on October 11, 2008, 04:23:54 pm**

You just have to make sure that their marshalling spot has no line of sight out to the goblins, or else they will go running off to "kill" them. "They" meaning the first dwarf to reach the position, and "kill" meaning dieing "heroically" in single combat against the hoard...

Also, unless you break out Dwarf Companion or something, I don't think it's possible to get those champions out of the guard and into the military :-(

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke on October 13, 2008, 10:47:08 am**

Have you started on a ridiculously extravagant tomb yet?
I had to make some for omega, dresdor and valter because they didn't have any.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger on October 13, 2008, 12:05:11 pm**

Yep, of course I've started on a tomb, it's almost needed in this place. In fact, I almost have it in mind to kill a couple of dwarves, the FPS is so bad ;)

Yeah, no updates today, just posting to say I'm still around, expect a VERY large one tomorrow!!!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **October 13, 2008, 12:09:01 pm**

The FPS issue is probably all the captured stuff in cages more than the dwarves. Although butchering animals until you have just 2 of every one might serve your purposes better.

Oh and rig up a mechanism to drop all the goblins and beak dogs into the river to feed the carp.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **October 14, 2008, 03:54:03 am**

Just so you know, disaster has struck, a champion has DIED :O

Why oh why does stuff have to happen when I do it...

Update soon!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **October 14, 2008, 11:31:28 am**

Sorry for the double post guys, but I'm afraid I've got some bad news...

It turns out that my computer, the one I was playing on, has got a Trojan. I've had to wipe the entire thing, I've lost all the save data, work, everything. :(

Oh well, it was going to pot, 2 ambushes, 2 champions died, tantrum spiral, thing was going to pot! Still, most fun i've had in ages :D

Yeah, don't worry about me, let the next person have a shot, i don't mind.

Just make sure your sister doesn't log in her email and open EVERYSINGLE THING there!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Brendan** on **October 14, 2008, 01:20:09 pm**

I'll take a turn if you guys have a free spot (that 's what appears to be the case from the first post, anyway :)) I've never played a succession game before but hey, it sounds like fun (in the dwarven sense)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 14, 2008, 02:35:21 pm**

Alright, Brendan, you're on the list!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 14, 2008, 02:57:03 pm**

Contents of a letter to Christes, from the Queen:
Spoiler (click to show/hide)
KEBOCKÛBUK,
By the Grace of Armok, of Unib Ad, The Rag of Suns and of Her other Realms and Territories Queen

To His Excellency,
CHRISTES

Seeing the calamity caused under the reign of that incompetent oaf, Jools, Duke Consort to Kulettögum, it is Our will that you shall be sent at once to govern that duchy, in preparation for Our imminent Glorious Arrival.

As such, it is by Royal Decree that you take whatever title deemed necessary to your success and travel there immediately, that you may prepare things adequately as befitting of Our stature.

Failure to do so will be considered High Treason, and is punishable by Fifty Hammer Strikes, as well as whatever additional punishment We deem Fair and Just.

We hope that this request will find you well, along with your kin, and that you will take whatever steps you may that you please Us in Our request.

Kebockûbuk R.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **October 14, 2008, 06:10:55 pm**

haha this is too perfect.

I haven't been following the fort closely, so I genuinely have no idea what the heck is going on. I sense I'm in for a surprise.

Hopefully I'll have enough time to divert from studies.

Do I take the link from Jools' post? I don't want to get the wrong one :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 14, 2008, 08:55:51 pm**

Yes, Omega dropped out because of the framerate, and ChazzyBurger lost his to a nasty Trojan, so I believe that leaves Jools' save as the most recent.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **October 14, 2008, 11:09:46 pm**

Downloading it. I won't be able to get to it tonight or tomorrow. I'm planning for tomorrow night.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 15, 2008, 03:31:37 am**

Quote from: Keldor on October 14, 2008, 02:57:03 pm

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Kebockûbuk R.

Incompetent has two es in it and only one i... ;-P

Anyway, good luck Christes, and welcome to Kulettögum, Brendan!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 15, 2008, 05:02:55 am**

Quote from: Jools on October 15, 2008, 03:31:37 am

Quote from: Keldor on October 14, 2008, 02:57:03 pm

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[Spoiler](#) (click to show/hide)
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Kebockûbuk R.

Incompetent has two es in it and only one i... ;-P

I always suspected you of treason...!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 15, 2008, 07:39:26 am**

High Treason, please. And if you'll give me a few minutes I could add Arson in the Royal Dockyards to the list...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 15, 2008, 10:35:26 am**

I'm not guilty of anything, unless grumblng is a crime.
My dwarf does *nothing* but mine.
He's probably the safest dwarf in the fort.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **October 15, 2008, 11:50:50 am**

Right next to mine. Mine does absolutely nothing but drink eat and sleep.

Oh, and drown Jools...good times good times.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 15, 2008, 01:42:15 pm**

I find it particularly impressive that a flood, an uncontrollable wide-area natural disaster, was created and killed precisely one dwarf - a former ruler. That's real crafts dwarfship that you don't often see these days. Possibly the ultimate in deniable assassinations.

I wonder how my current noble is going to go...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **October 15, 2008, 01:59:51 pm**

Dresdor is taken by a fell mood.

Dresdor creates Joolsdeath, an Artifact engineering disaster.

Jools has drowned.

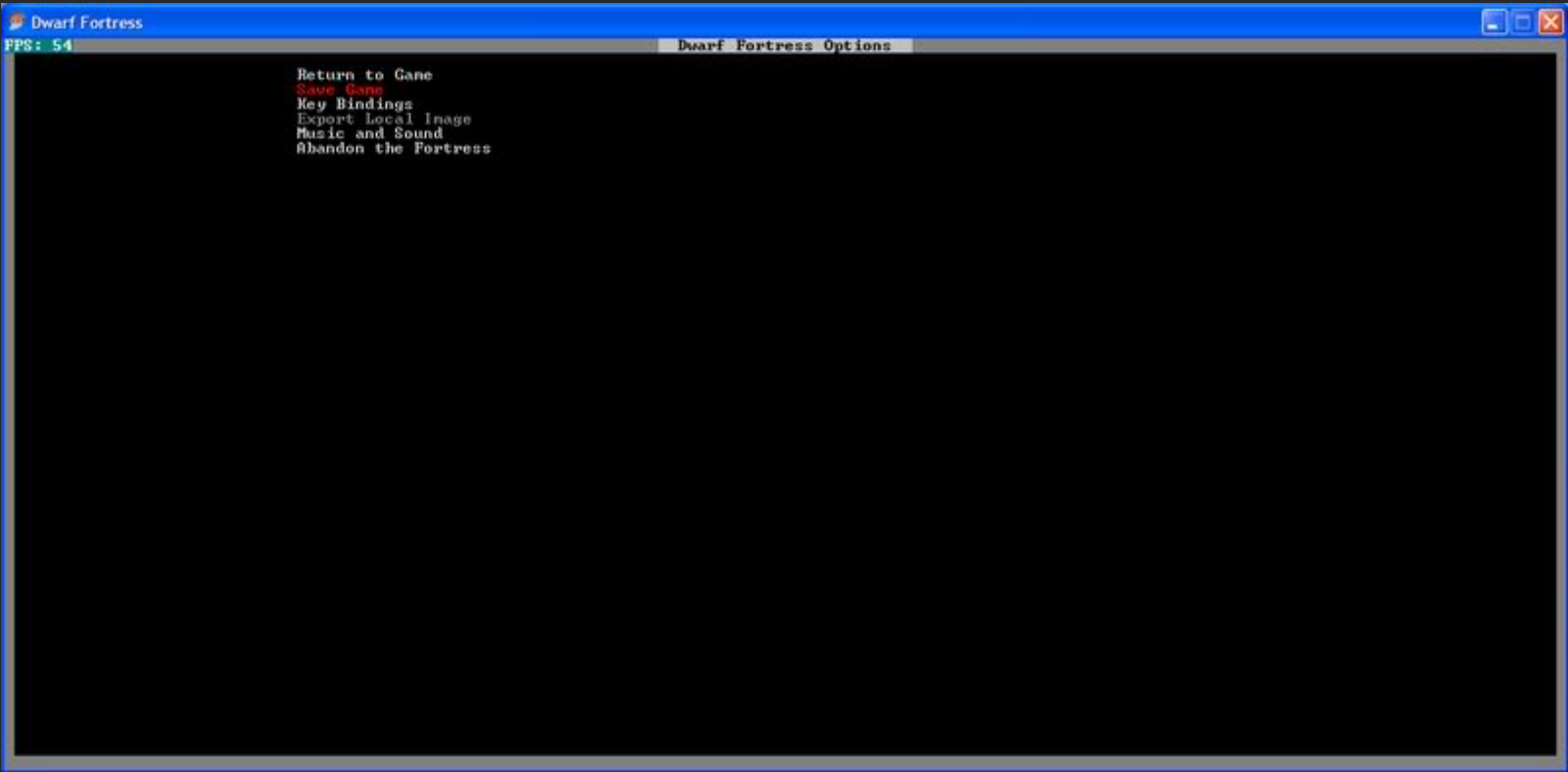
That's how I remember it.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 15, 2008, 02:35:46 pm**

Well, if we're thinking indirect death, I killed kazandir and half our champions.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **October 15, 2008, 10:47:39 pm**

What does it mean when the save game line is red? =/



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 16, 2008, 12:28:57 am**

Probably means that you are trying to save from inside a game menu. E.g. from the unit list or fortress overview.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **October 16, 2008, 07:34:39 pm**

Be warned Jools, I am drawing up plans to make...

Dresdor's Folly II: The Search for More Money Water

It will incorporate waterfalls over both entrances, and hopefully the death of more than one noble. Just kidding....

OR AM I?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 16, 2008, 10:40:10 pm**

Better yet, it can be the natural extension of Jools' incomplete weather system! XDDD

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 17, 2008, 03:08:21 am**

Leaving ruins behind is always a good thing!
Now not only can I insist they're haunted and cursed, I can haunt them myself. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **October 18, 2008, 02:11:33 am**

Ugh. Try as I might, I can't seem to manage an FPS over 10.

Sorry folks, but I don't have the time to play through a year at *that* rate :(

It looks like the fortress will have to pass into the hands of someone with a more suitable system. I'd appreciate it if someone named a dwarf after me though.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 19, 2008, 02:38:04 pm**

I'll pick this up tomorrow then. :)

Jsut to be sure, is the most recent save really Jools' one, from page 30? :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **October 20, 2008, 03:10:09 am**

Looks like it. We seem to have had a run of bad luck.

If this proves slow and unusable to **everyone**, I could pick it up briefly and implement some FPS-boosting measures to try and make the fortress more usable.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 20, 2008, 05:47:29 am**

I'll see what the speed is like tonight but the first things that came to mind were:

1) Walling off the lower mines. I think they're mostly a bit deserted now and I think this will speed things up a little due to a lot fewer possible pathfinding routes?

2) Offering eleventybillion tonnes of food to the first merchants to come along, failing that, building a big bridge over half the stockpiles and vapourising everything. :D

I don't mind lag but it should be lag caused by implausible building projects!

/edit My attempt to get something done last night was foiled by the forums being down. :(

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 22, 2008, 12:07:48 pm**

It seems that jools and I have secretly and accidentally conspired to cease all work on the fortress.
Which is funny, because the in-game dwarves (or at least the way I wrote it ::))
hate each other.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 31, 2008, 07:59:19 am**

Sorry about this, I've been completely unable to get through to the forums to grab the save from home - I've just been getting assorted time out, sql and "down for maintenance" errors.

It seems to work from work now though (obviously :p) so with luck it's recovered and I can get stuck in over the next few days. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 01, 2008, 02:56:54 pm**

Any joy?
Actually, considering what I inflicted on the army last time, any misery.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 05, 2008, 01:35:16 pm**

Hate to double post, but it's been nearly a week.
I seem to be doing this far too much ;_;

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 05, 2008, 11:30:28 pm**

Where DID Kazindir go? I hope the carp didn't eat him...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 06, 2008, 10:10:19 am**

Carp? No, it'll take more than carp to stop the likes of me! The mine flood slowed me down somewhat however as the plans got all soggy. The moat is looking a lot better now though, surrounded by proper dwarven stonework instead of the disgusting mud of yesteryear.

(I've not disappeared! I do however need to take a hour or two to put my notes into a sensible order...)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 06, 2008, 11:29:45 am**

mine flood...
MINE FLOOD...

agfhafafkashgda *eats beard*

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 06, 2008, 11:51:30 am**

I am looking forward to seeing the map for all this.

Wait - mine flood? But what about the uncountable tons of ore, gems and rock down there? I had grandiose building plans, goddammit!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 06, 2008, 12:05:44 pm**

Mwff...
removes beard
I hope none of the miners died.
I also hope my little burrow is ok.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 09, 2008, 01:42:53 am**

It is done! Sorry it took so long. :)

Quote from: Journal of Kazari Limulkalan, daughter of Kazindir Tolunkeskal Emal Savot

"We hope this letter finds you in good health. This is mostly because your relative, Kazindir, has been struck down in battle, and, as the closest of his surviving eligible kin, you are required, by the Duchess' orders, to take on his duties at Abbeyverse."

I see.

Through dangers untold and hardships unnumbered I have have arrived at the fortress in the swamps. And what a sight - the spires of the central keep rise high above the trees and a great tower pierces the clouds, although it looks that even more work is being done on it. I had been told about this in letters but thats no match for seeing it yourself.

As I approached however I noticed that inside the walls, the fortress is a complete mess. Mud and waterlogged trees clog up the outer courtyard and even the moat, which although large seems to just be a muddy hole in the ground, seems to be full of corpses and rubbish. A large herd of cows are also wandering around outside.

I've had a bit of a tour but I suspect it will be weeks before I stop getting lost. Managment of the fortress appears to have almost collapsed entirely. An enormous network of caverns is devoted to storing food, enough food to feed the whole population for almost a decade, yet dozens of farmers continue to produce more food. A huge net of mining tunnels have been dug and more are planned even before the rocks and ore have been sotred, let alone used. The main housing level is littered with small piles of coins, which are apparently almost worthless but "shiny". Part of the fortress is actually completely flooded and has been for years - I remember reading about it in a letter when I was young. Instead of dealing with the problem, the waterlogged parts have simply been walled off and ignored.

The child, Melbil Eshtanusan has withdrawn from society. She did this by announcing it in the middle of the dining room, so I think she just needs a hug.

Some mason called Idem keeps complaining he can't get something because it is inaccessible. He won;t tell anyone what that item is though.

First things first, I need an office. Everyone apparently wants to have a meeting but I'm not meeting anyone without having something to sit on whilst they drone on. Luckily there seem to be qutie a few empty rooms available so I'll just claim one - anyone who objects can just go and kiss a goblin.

We're going to have to pump out the moat, remove the current piles of debris and rebuild it with proper dwarven stonework. We're also going to sort out the flooded chambers so the Door of Watery Death will no longer be quite so well named...

Dresdor has taken an order from the Craftdwarves Guild, apparently. He didn't say what it was though. Also, Thob Olinmes has become a Hammer Lord today! Meanwhile we're all out of wood and no one seems to know where the axes are.

Melbil has reappeared, running down the halls waving a magnificent sceptre. She's called it Radnilun Kizesterith Asiz, "Frecklewear the Zeal-Labour of Flashing". Made from magnetite and adorned with magnetite rings and bands, it has on it an image of Kadol Rinsedbell the dwarf, celebrating his acesnion to the leadership of the Rag of uns in 176.

Melbil had been paying attention during history lessons, she's also been proclaimed by the Craftsdwarves Guild to be a legendary stonecrafter. Or will be, when she grows up.

It seems the goblins heard about Melbil, as two child snathcers were spotted today. They were run down without too much trouble, although the guards kept getting sidetrcked with killing bonobos instead.

Work goes slowly. Much of the effort in this plce goes tomaintaining the enormous piles of records, rather than actually doing anything with them.

The elves turned up today as well, along with a goblin ambush. The goblins got distracted by a chimpanzee and the elves were told no again about the 100tree issue.

More goblins. I fear the horse who discovered the latest two groups is doomed.

All the goblins have been exterminated.

Apparently there are many forms I have to fill out to actually get a bedroom for myself, as currently I don;t even appear on the list.

The King has arrived with his full entourage. Kulettogum is now a Mountainhome!

So said the Herald, on announcing her Majesty, Queen Urdim Kebonkubuk.

Argh, where are we going to put her!

Panic over, the Queen will be housed in the (now vacant) rooms of Ashtesh the Accursed while the royal suites are planned and finished. she won;t have a tomb but with luck she isn't intending to die any time soon.

Maggarg seems to be hiding at the bottom of the new part of the moat. I guess he is hiding from the royals as they go past, not sure I blame him.

The Queen has brought her Consort as well, who of course wants his own set of rooms. I remember being told what happened to the first set of nobles who turned up and demanded ever greater rooms - they went insane.

The Duchess has given birth to a baby boy, on top of the great arch in the middle of a crowd in the statue garden up there.

The royal rooms are mostly dug out. Next is an awful lot of hauling, smoothing and fitting, then being told they're too small, most likely. Found some gem clusters in the Queen's rooms, which should please her on the walls, although we only found coal in the Consorts rooms.

Summer has started and Dresdor has changed the Guild wages. The axle for part of the moat draining equipment still hasn't been finished yet, the royals are moaning, I have mountains of paperwork and lots of people are thirsty. We have over three thousand dwarf pints in stock and multiple wells, so they can all just sod off with their complaints.

The humans have arrived, almost a small army of them, with six wagons an meny more horses and mules.

Shortly behind the humans came a vile force of darkness! A horde of goblins on beakdogs to the south and another to the north. The guard have been activated, although I note there doesn't seem to be a quick way for the marksdwarves to travel between one vantage point to the next without going through a maze of underground tunnels.

I've ordered the north drawbridge to be closed, we'll deal with that lot later

The goblins draw close.

No one has bothered closing the drawbridge yet so I've moved the marksdwares to the overlook span. Only 3 of our melee squad are near the east gate, in position behind the arena but then that squad is only 6 strong - it seems the military was never really replenished after the great losses in recent years.

Erush, leader of the marksdwarves and one other actually followed orders and went to the battlements. The rest went charging out the east gate, one at a time. If it weren't for the danger they were putting the fortress and the Queen in, it would be good riddance.

The northern force has reached the still-open drawbridge and only two marksdwarves stand at their post. Actually, Dresdor has joined them, wielding a table and followed by a tide of cats.

The eastern gate horde has been broken but the northern gate goes badly. The goblins were slowed at the bridge by a hail of bolts but several of them were trained marksgoblins and Erush has been mortally wounded and lies unconcious on the Span.

Erush certainly gave a good showing, it took the goblins two days to pluck up the courage to try passing over the bridge again but they're finally moving now, under the span.



Unfortunately Erush died from his wounds shortly after he was struck down. I've drafted the first 12 dwarves I laid eyes on and sent them to get weapons.

The eastern gate goblins have all been finished off or driven away, so the few survivors of the actual military are on their way back, although they are mainly the walking wounded.

After two days of hard fighting the goblins have been broken at the entrance to the Foe Flusher. A few have escaped, but the eventual arrival of surviving marksdwarves ho ran out of the ast gate onto the Span behind the goblins whilst the Guard fought them at the Foe Flusher seemed to be enough to break their morale.



One of the new recruits has already proven herself enough to be recognised as a true marksdwarf, so she now leads the new recruits.

Clearing up the corpses, there were two along the main road to the north, at the junction to the strange little outpost up there where the goblin thief hangs. It looks like one of the goblin cavalry strayed into the hidden trap up there, except....there are rather more body parts strewn around than there should be. Maggarg insists he's seen smoke from over there recently as well.

The new marksdwarf squad has been made permanent, split into two and sent off to get practising.

Thob Olinmes, recently made a Hammer Lord, has just been made a Champion by the Queen.

I have ordered that the Span be renamed in Erush's honour. Maybe in future more of the military will follow orders over their own whims.

One of the farmers has been taken by a fey mood the other day but no one noticed because of the goblins. He's just emerged from one of the leatherworks brandishing a fine pair of boots.

Amkinrumad Salir Shithath, "Gladdull the Adoration of Perishing", a dog leather high boot. Encrusted with clear opal, brown zircon, fire opal and encircled with bands of dog leather. It also has hanging rings of goblin bones and menaces with spikes of silver. On the item is an image of a toad in rope reed and an image of a dwarf in cave spider silk.

First attempt to drain part of the channel enough to be able to construct a floodgate down there has failed - we need more pumps. A lot more pumps.

The dwarven caravan has arrived! This time they brought seven wagons and we certainly have more than enough stuff to fill them. In exchange for a large amount of crafts, food and many items of goblin armour for melting down in the magma forges of other Mountainhomes, we've secured some fine new armour for the military, gems and booze.

The additional pumps have been completed and the channels readied. Vucar has pulled the lever and set the pumps running, I hope they are enough to drain the water faster than it flows in this time!

Meanwhile the Royal suites are progressing well enough for the Queen and her Consort to move in. There are still plenty of finishing touches to be done but they were eager to move in as soon as possible - Ingiz has outdone himself with the engraving, creating several masterpieces both in the throneroom and various other rooms.

The pumping isn't quite going as planned, as the channel doesn't seem to be draining consistently. However the moat as a whole does seem to be slowly emptying, The heaps of debris at the bottom have been stirred up by all the water movements, sending drifts of bones, rotting clothes and rusting armour scraping along the bottom towards the pumps - I pray Gembish will see they don't clog the pumps as I certainly don't want to be anywhere near those axles if the pumps get jammed...

Iden has still lost his "item". I don't know why he keeps telling me about it though.

My tomb has been completed, next to that of my father.

A brewer was possessed today, he's locked himself into one of the craft workshops in the Bonehoard.

Also one of the pumps got badly damaged by a twisted mass of rust it sucked up and sprung a bad leak. We've had to stop pumping until it can be repaired. I saw a horse swimming in the moat on my way to look at the pump, I didn't know horses could swim.

Pump unclogged, repaired and turned back on by the Queen herself.

A fisher dwarf reported there is nothing left to catch in the swamps at the moment - maybe the carp have eaten everything else? That said though I've yet to see any of the fearsome beasts I heard so much about and I hope it stays that way!

The delay in the pumping might hit us hard. We are approaching midwinter now and the moat level is still deep enough to drown in, despite all the pumping. We might have to take drastic measures to empty the moat - there is a drainage system planned and almost complete to drain the flooded chambers into the vast network of mined out tunnels deep below the fortress, where the water will eventually spread out and evaporate. It is entirely safe, like all dwarven engineering, so I've ordered an additional floodgate to be installed. Originally the plan was to drain the moat first then breach the wall, to limit the amount of needing to evaporate in the tunnels but it will work just fine with the moatwater included - even if it takes longer to dry out.

Several of the recruits have joined the horse in swimming the moat as well, practicing their swimming skills learned from dabbling about in the swimming pool. They definitely need the practice, because they keep complaining about the "dangerous terrain". Armok knows why though, it's not like anyone told them to go down there.

The Queen has made Ustuth Cilobmistem has become a legendary champion!

A fisher dwarf fell into a small pool just outside the outer walls and drowned today. How or why he ended up in the pool or why he didn't just climb out, I don't know.

The moat level has fallen pretty quickly over the last few days, leaving some of the debris piles sticking out above the surface, triggering a wave of dwarves jumping in to try and get something they want, only to complain to me that they got wet.

Atolast, the great statue, has been installed in the Throne room, standing behind the golden throne and the silver throne of her Consort, where it is sure to stun petitioners and diplomats. Hopefully it will also stop her Majesty complaining about the standard of her rooms, although more work needs to be done on the others.

The Bronze Colossus Issha Neltiamec has come!

He's gone and someone trapped himself in a small wooden cage. I was expecting something more epic, but at least nobody got hurt I suppose.

The Queen has honoured Morul thobeshtan and made him a champion! Our military is growing stronger, although she is just one of the Royal Guards, so is unlikely to be seen on the surface much.

Rakust has headed off to breach the wall to the sunken chambers.

It's done and he escaped back over the grates without even getting wet - now that dwarven engineering for you. He's not legendary for nothing! I think the grates might have actually been rather larger than necessary, as looking at the flow half of them remain dry. Oh well.

Terrible news, the Queen has gone stark raving mad! It doesn't look like there is much we can do for her, she's locked herself in the throne room and seems to be running round shouting at the statues. Her tomb is complete at least, so she will know peace when the time comes.

Besmar, one of the engineers, has given birth to a baby girl and the hydra appears to have drowned in the half empty moat. Its corpse was found early this morning in one of the deeper puddles left in the moat, no one seems quite sure what happened.

The moat is no more soggy than wet now. Easily wadable through, so it is now full of industrious dwarves clearing up the debris, but much of it is not dry enough to permit the construction of proper walls yet. I've drawn up plans to install additional floodgates leading to a new pumping station to allow the moat to be drained (hopefully) more easily in future, although there will not be time to build a channel to take that water back to the river.

The first intrepid dwarves have had it inside the sunken chamber. The water in the deepest part is only waist height now, meaning we will soon be able to reclaim the rock salt stockpile that was lost in the flood all those many years ago.

Work at the moat is going quickly now bottom is drying up. Ran out of mechanisms earlier today, would make more myself but I've been stuck in a mind numbingly dull meeting for the last few days.

Alas, Her Majesty, Queen Urdim Kebonkubuk has died of thirst. She has been interred in her tomb which is now being sealed.

The Duchess has hurled herself into the pumps near the river, taking her two babies with her! What in Armok's name is going on! Was she overcome with grief at the Queen's death? Why did she refuse to use the door to get out? The pumps can't be turned off, as they are the only thing keeping the river (and the carp) back, both from the moat and, now, her.

I've also recieved bews that one of the Royal Guards has gone mad. Tragic but at least this one has a reason - he's been laid up in bed since before I arrived with severe injuries, it seems they got the better of him.

The Duchess has been rescued but one of her children had already drowned.

Madness! She's jumped back in!

This time she'd made sure to doom herself and she has drowned. We will have to brick up the door and leave her in her chosen watery grave - where she landed is inaccessible without opening the whole fortress to flooding. MOre to the point, leaving the door accessible will mean well meaning but foolish dwarves will constinually slowly flood the place whilst trying to retrieve the corpses, or loot them.

Luckily, Jools the Duchess Consort is ecstatic, despite having lost a wife and two children.

The next caravan seems to be running late and nobody has seen Maggarg for a few days, so I'm going to keep on for a few days and make some notes on this map about the new levers for Maggarg, whenever he reappears.

I overran by a few days, sorry! I wanted to be sure I wasn't leaving the fortress in "about to catastrophically flood" mode, thanks to the silly Duchess, so waited until the wall to brick her corpse up was built. Easy enough to remove if you want but at least this way some enterprising looter won't inadvertantly flood everything during your first week. There are a fair few walls still needing built but they shouldn't take too long now the masons have pulled their fingers out. :D

Save (<http://dffd.wimbli.com/file.php?id=649>)
Map (<http://mkv25.net/dfma/map-3906-abbeyverse>)

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Maggarg - Eater of chicke on November 09, 2008, 03:40:35 am

Boo.
So, time for me to mess up that which you have set right.

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Keldor on November 09, 2008, 07:29:34 am

After all that buildup, the Queen arrives and goes insane within a year? How anticlimatic. XD

Of course, we're bound to get a new duke/duchess now. And a consort. How wonderful e.e

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Maggarg - Eater of chicke on November 09, 2008, 07:35:38 am

Quote from: Keldor on November 09, 2008, 07:29:34 am

After all that buildup, the Queen arrives and goes insane within a year? How anticlimatic. XD

Of course, we're bound to get a new duke/duchess now. And a consort. How wonderful e.e

I'll start building a DF Bethlem.

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Kazindir on November 09, 2008, 10:01:33 am

Do you get replacement Queen/Kings? Or was that it? :o

Maggarg, as long as you wait a few weeks for the walls round the stairs to finish building before you flood the moat, everything Will be Fine(TM). ;)

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Maggarg - Eater of chicke on November 09, 2008, 10:12:27 am

You mean fine as in "it'll be horrible, but at least we won't be drowning."
I seriously want a Bedlam now.

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Kazindir on November 09, 2008, 10:15:16 am

Yep, a lack of drowning is a key part to every dwarfs healthy lifestyle!

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Jools on November 10, 2008, 05:26:23 am

Brilliant stuff. Everything going to hell in a handcart, madness, tantrums, floods and completely anticlimatic Colossus appearances. Oh and mass flooding. I'm sure stuff would be burning too if it wasn't too damp.

<Now having seen the map>

Epic. I like the new rooms for nobles, and I'm glad that the strip-mining project is vast enough to easily swallow the moat when we need it drained.

I like the bonepile being filled up faster than it can be turned in to bolts and totems. That's just so *right*, somehow.

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Kazindir on November 10, 2008, 11:08:03 am

The miners poked some holes between the three mine levels so there is rather a lot of "drying space" down there. :)

Please sign me up for another year at the end of the list!

Title: Re: {succession} Kulettögum, Salt Mines Beneath the Mire
Post by: Keldor on November 11, 2008, 11:05:34 am

Whatever are you thinking?? Getting mud all over our pristine deeper chambers?? :-0##>

Put you on the list for the next round. (Round 5.... o.0)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 11, 2008, 03:05:23 pm**

I did that years ago, this was draining them :p

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 12, 2008, 06:01:35 am**

Hmm... It sounds like you simply spread the mud around then. At least it was contianed before! XD

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 12, 2008, 11:02:58 am**

Damn.
Damn.
A combination of appallingly low FPS (rarely reaches 7) and AS level homework have effectively crippled my ability to donate time to DF.
Sorry.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 12, 2008, 02:25:23 pm**

7 FPS??? Ouch!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 12, 2008, 02:35:19 pm**

It was trundling along at around 18 for me. Oddly, although the FPS is low things still get done reasonably quickly - probably because there are a lot of dwarves and most of them are legendary. ;D
Sounds like some FPS management is up next then - blocking off the mine levels would be a quick and easy step (just wall off the tunnel and see if FPS increases with that much less pathfinding routes).

I tried turning off most of the farms (bar a few for drinks) so the dwarves would start eating through our food but it didn't really work. I think the food is breeding.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **November 12, 2008, 04:58:58 pm**

Can we turn this into a Plump Helmet Roast Fortress game then?

I pick the Plump Helmet Roast Miner!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 12, 2008, 07:23:51 pm**

Quote from: dresdor on November 12, 2008, 04:58:58 pm
Can we turn this into a Plump Helmet Roast Fortress game then?

I pick the Plump Helmet Roast Miner!

What? ???

We have around 20,000 roasts. :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 12, 2008, 08:37:01 pm**

True - just think - You could have each of those 20000 plump helmet roasts trying to pathfind its "seek plump helmet spawn"

Plump helmet roast has given birth to a plump helmet spawn!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 13, 2008, 11:00:37 am**

I'll take a spot in round five, I'm waiting for my Christmas cash influx to upgrade my ailing rig.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 13, 2008, 01:29:07 pm**

So, just to confirm, you're passing your turn over to me?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 14, 2008, 04:56:01 am**

I reckon so - he's backing out and requeuing for the next round and hoping the dewarves have eaten a lot of the roasts that are clogging up the hallways by then. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 14, 2008, 11:12:00 am**

Quote from: Kazindir on November 14, 2008, 04:56:01 am
I reckon so - he's backing out and requeuing for the next round and hoping the dewarves have eaten a lot of the roasts that are clogging up the hallways by then. :)

Yes.
I'll be upgrading the core of my PC in christmas.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 14, 2008, 02:27:55 pm**

Oh dear! The King Consort worships Rakust, the deity of suicide. O.o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 14, 2008, 03:05:12 pm**

Excerpts from the diary of Ustuth Elbellogem, King Consort

6th Granite, 1064:

Oh fie! Travesty! My poor sweet tootsie lies dead, with not even a soul to lay her to rest! I am undone! I must pray to Rakust, that he may guide me through these difficult times.

7th Granite, 1064:

My prayers have been answered, for last night as I slept I did recieve a vision! Great walls, soaring far above the swamp, stained blood red by the setting sun! A monument to the glory that is Rakust, god of suicide! Within these hallowed halls, a tall staircase rises, up and up, for above there is the alter, and the sacred plummet.

Yes! The vision was clear! Is not the name of this place Kulettögum, Abbeyverse in the ancient tongue? It shall be built! The great Abbey of Rakust! And there, verses shall be sung, and I shall ascend the stair, to look down upon the mourning masses, ere I perform the most sacred of Rakust's acts, and cast myself forth into oblivion!

Oh, my sweet tootsie, wait but a while, for soon I shall join you.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 14, 2008, 04:26:04 pm**

If you want a death plummet zone, we already *have* a tower up to the top of the Z axis. Dig a pit down to the bedrock next to it, clean up all the mud that *someone* spread over the lower levels, and you should have a perfectly serviceable altar to Rakust.

Obviously I'd prefer that goblins be thrown from it rather than nobles, as that would set a worrying precedent, but obviously its up to you.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 15, 2008, 09:24:53 pm**

Throwing goblins off the great plunge? Blasphemy! One must throw one's self off. That is the only way that Rakust, deity of suicide would have it!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 16, 2008, 08:19:21 am**

Anyone know which level controls the north gate?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 16, 2008, 08:24:50 am**

One in a little hut by the waterwheels, near the bridge on the south side of the river.

Or you could always take my approach to levers, which is based around putting in your own if you aren't sure what other ones do...

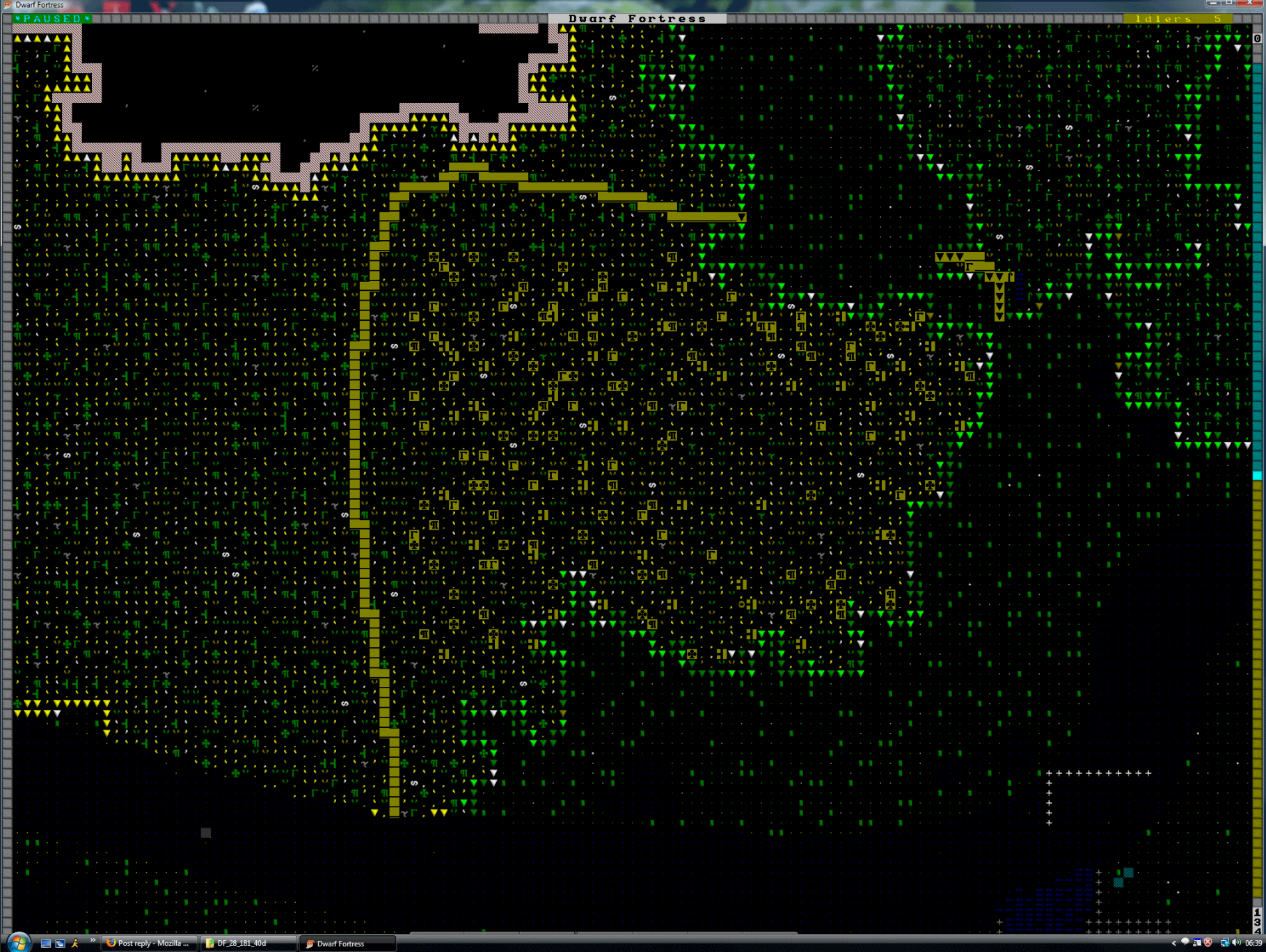
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 16, 2008, 08:49:01 am**

Journal of Endok Monangbesmar:

7th Granite, 1064:

After some discussion, the site for the King Consort's abbey has been determined. It will be built on the dry rise between the bridge and the pool of suicide, just northwest of the cursed span. An apt location if one ever existed.

The area is to be cleared of trees and a trench dug to protect the workers, since the location is outside of the outer walls.



On a brighter note, my carp trap is a complete success! Since I designed special waterproof cages just for the purpose, it should be safe to close down the traps and extract the fish for training at a later date.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 16, 2008, 09:02:38 am**

Journal of Ustuth Elbellogem, King Consort:

7th Granite, 1064:

The nerve of that upstart, that lowly Duke Consort, that of a deceased Duchess nonetheless, to make such demands while my glorious temple to Rakust remains unfinished, nay, unstarted! What would my tootsie think? I know what she would think! She would have this "Jools" dragged off and hammered, that's what she'd do! Alas that my sweet tootsie is with us no longer, for I fear I do not have the stomach for such things. Alas that my time here should be plagued with such petty inconvenience, such dealings with the lesser folk as to make me sick. Oh, if only my sweet tootsie were here!

'Jools' Zimducim, "'Jools' Crestwork", Duke Consort

Owned Objects: 59

Holdings:

Opulent Throne Room

Grand Bedroom

Grand Dining Room

Grand Mausoleum

5 Chests

3 Cabinets

3 Weapon Racks

3 Armor Stands

Needs: Grand Bedroom

Needs: Grand Dining Room

Needs: Grand Mausoleum

Needs: 5 Chests

Needs: 3 Cabinets

Needs: 3 Weapon Racks

Needs: 3 Armor Stands

Mandates:

Make bucklers (3/3)

Make Billon items (1/1)

Enter: View thoughts and preferences. r: View relationships. y: Customize.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 16, 2008, 09:25:24 am**

Hehehehehehehehe. Could be worse, I suppose, it's not like it's tricky to sort out a few leather bucklers... I wonder what sort of demands the King Consort is going to have.

Also just a quick query - that new area protected by a channel - does it have any pools in it where alligator hatchlings spawn?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 16, 2008, 09:34:34 am**

No, I seriously considered building the abbey over the Pool of Suicide, but decided that it was to close to the edge of the map to defend properly.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **rucksackjack** on **November 16, 2008, 07:13:35 pm**

Not sure if you guys are still accepting new people at all, but please tack me on if so. =)

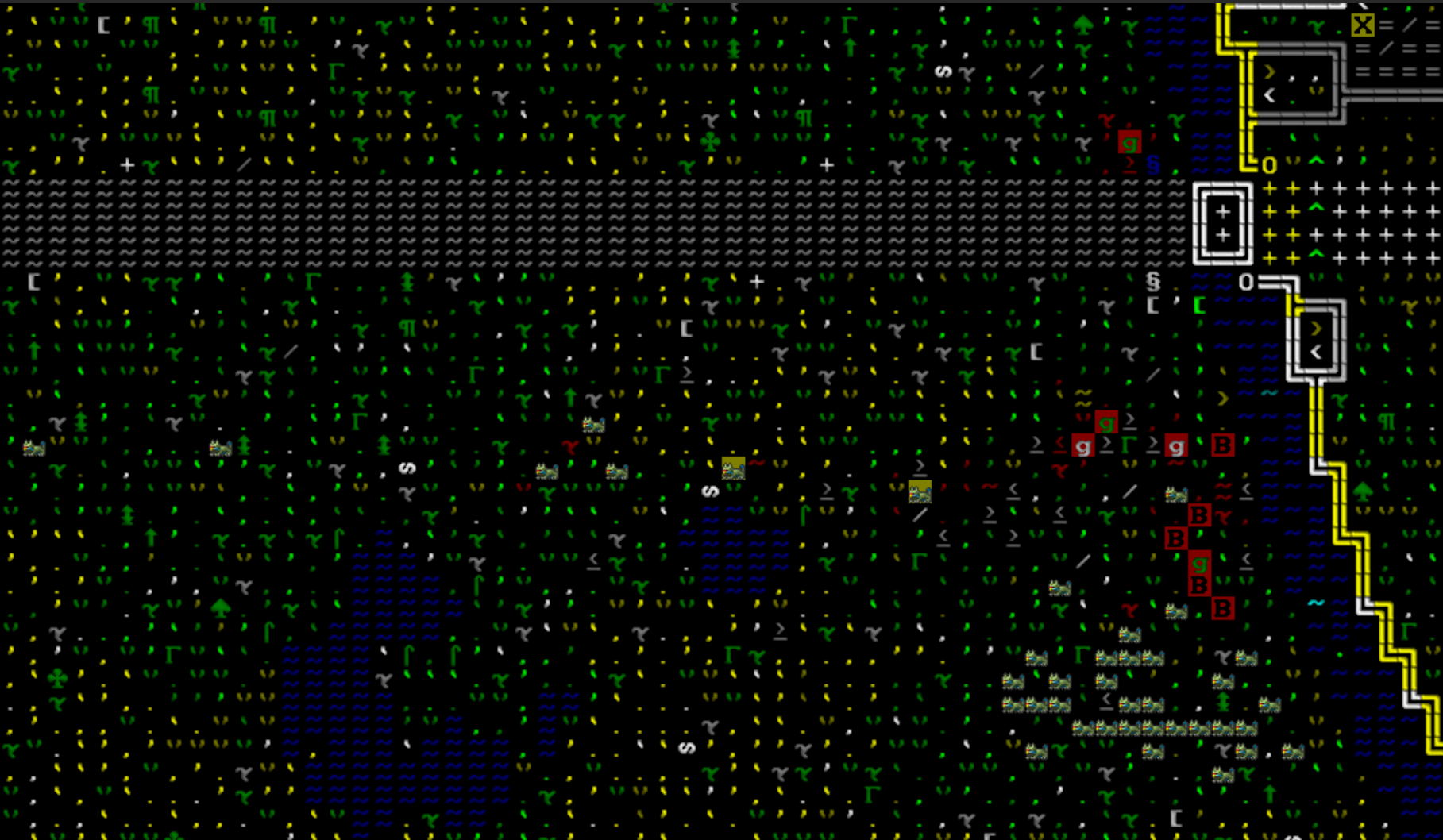
Diary of Ustuth Elbellogem, King Consort:

12th Granite, 1064:

An entire week has passed, and still, my great abbey lies incomplete! An entire week! What would my tootsie think? Today, that poorly bred excuse for a mayor, Dresik? No, Dreador? Nevermind the name, for to speak such a lowly name soils my tongue! Nonetheless, this mere clerk, somehow bestowed a title he most assuredly does not deserve, has the impudence to tell *me* that the construction is to be delayed, citing a siege of goblins or some such rubbish! I would have him beheaded for this, if only the sight of blood did not make my poor sensitive stomach roil in a most unpleasant way.



I have ordered the Royal Guard and the Fortress Guard to stand at my side, for if these foul goblins were to cause unrest among the populace, my safety must come first. I am quite certian that our military is up to the task of slaying a few goblins in any case.



Journal of Endok Monagbesmar:

15th Granite, 1064:

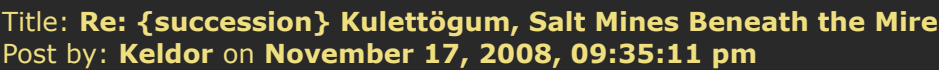
The battle has now started! The first group of goblins broke and fled under a shower of bolts under the direction of our great champion, Zas Cogetes Bekartiristduthnur!

And such a showing of force! Why, surely at least a quarter of our mighty marksdwarf squads are there firing upon the greenskins! With such organization it is no wonder that we are winning!

The battle has however revealed a weakness in our western gatehouse. A number of marksdwarves have complained that it's hard to get a clear shot at the oncoming hoard. I shall have to take a look at this once the battle is over.

19th Granite, 1064:

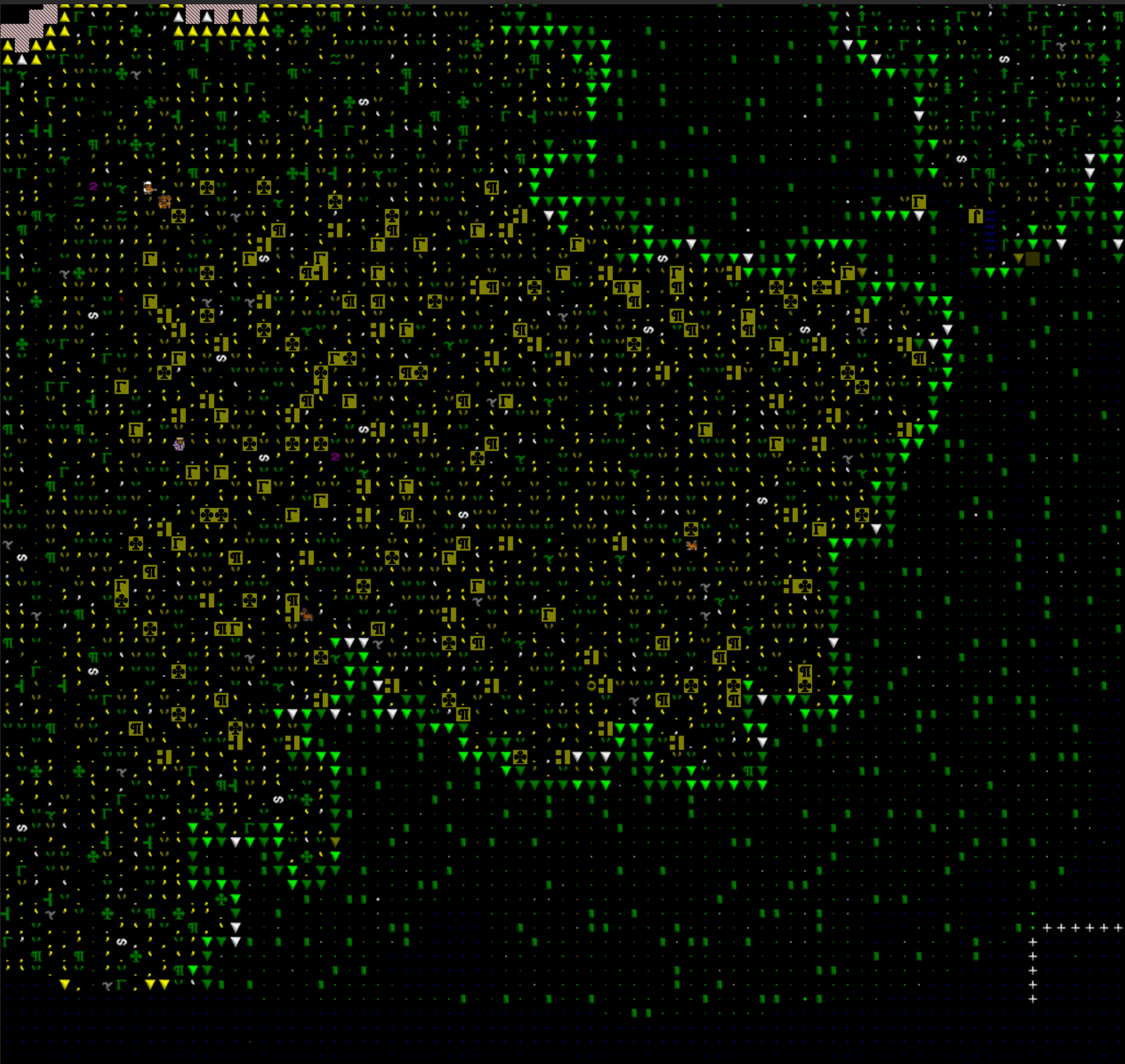
The last of the goblins have been repulsed, though not without loss. Our two most skilled marksdwarves lie dead, struck down after they bravely charged into battle once their bolts ran out. We shall mourn the losses of Sarvesh Rovoddodók, elite marksdwarf and Zas Cogetes Bekartiristduthnur, Champion.



Once again that lowly Duke Consort dares to slow my great project with petty mandates! My sweet tootsie would know how to but him in his place, oh yes! I so wish that she were here with me right now.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 17, 2008, 10:08:11 pm**

An entire month has passed yet still the only progress on the great abbey is the completion of the defensive trench! Oh, would that my sweet tootsie were here. She'd soon whip these layabouts into shape!

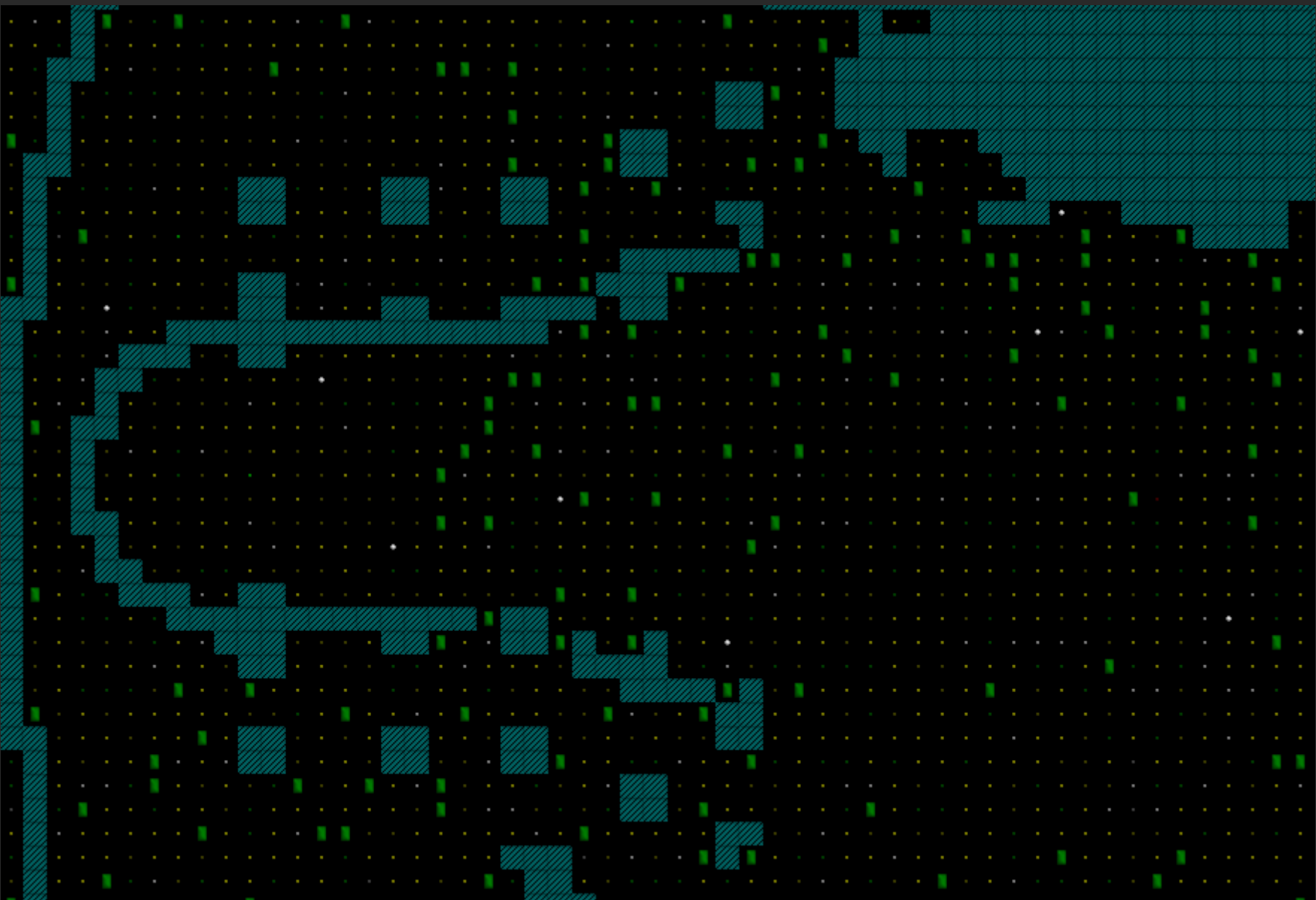


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 17, 2008, 10:41:20 pm**

Journal of Endok Monangbesmar:

13th Slate, 1064:

Progress on the Abbey goes well, despite the King Consort's absurd expectation that it be finished within a week of its starting. The excavation for the structure's foundation is well under way, and although it will take some time for the fresh pits to reach bedrock, the rough shape of the massive building can already be made out.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 17, 2008, 11:41:04 pm**

4th Felsite, 1064:

Another Duke has arrived to take the place of whichever one was our last Duke or Duchess. As might be expected, we also have another Duchess Consort to accommodate.

The Nobles and Administrators of Kulettögum			
King Consort	Ustuth Elbellogem, King Consor	[REQUIRE]	[DEMAND][MANDATE]
Duke	Stinthäd Keskalmundül, Duke	[REQUIRE]	[DEMAND][MANDATE]
Duchess Consort	Sodel Bimuthmik, Duchess Conso	[REQUIRE]	[DEMAND][MANDATE]
Duke Consort	'Jools' Zimducim, Duke Consort	[REQUIRE]	[DEMAND][MANDATE]
Philosopher	'Omega' Nomaletost, Think Tank	[REQUIRE]	[DEMAND][MANDATE]
Tax Collector	Cerol Giginlikot, Tax Collecto	[REQUIRE]	[DEMAND][MANDATE]
Hammerer	ingiz Okirbim Zon Azin, Hammer	[REQUIRE]	[DEMAND][MANDATE]
Dungeon Master	Tobul Gostasob, Dungeon Master	[REQUIRE]	[DEMAND][MANDATE]
Mayor	'Dresdor' Locuntun, Quartermas	[REQUIRE]	[DEMAND][MANDATE]
Mountainhome Manager	'Kazari' Limulkälán, Engineer	[REQUIRE]	[DEMAND][MANDATE]
Hoardmaster	'Dresdor' Locuntun, Quartermas	[REQUIRE]	[DEMAND][MANDATE]
Mountainhome Broker	Goden Ostathsibrek, Deputy Tra	[REQUIRE]	[DEMAND][MANDATE]
Captain of the Guard	Iden Kizbizrintar Shukarkäkdal	[REQUIRE]	[DEMAND][MANDATE]

On a more positive note, they brought with them a small entourage of workers.

In addition, we already have suitable accommodations for the new nobles, as the previous inhabitants won't be needing their rooms any more. We still will have to dig out new tombs, however.

Speaking of nobles' quarters, I've just discovered where all the large gems in the fortress have disappeared too...



[EDIT] There is also a large gem in each of his coffers. Darned Duke Consorts! [/EDIT]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 18, 2008, 12:37:32 am**

Journal of Ustuth Elbellogem, King Consort:

17th Felsite, 1064:

Not only has another of those middle-class born Duchesses arrived, but today she had the nerve to mandate adamantine items! This is an insult! Adamantite is reserved for ME alone! And for my sweet tootsie, of course. Oh were she but here to have this upstart Duchess hung!

Oh but this is too much to stand! Perhaps I can have the hammerer bring her somewhere far away to have her dealt with. I would just turn my back, but I fear that the screams might sour in my ears. Oh but isn't this a most dreadful conundrum!

										Sodel Bimuthmik, "Sodel Slingshaken", Duchess									
Owned Objects:										9									
Holdings:										Royal Throne Room									
										Royal Bedroom									
										Royal Dining Room									
										No Tomb									
										3 Chests									
										3 Cabinets									
										2 Weapon Racks									
										2 Armor Stands									
Mandates:										Make Adamantine items (3/3)									

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 18, 2008, 04:08:47 am**

Hahahahahahaha. Just when the Duke Consort starts demanding that you make large gems, and you can't think how it can get any worse, the new Duchess demands some adamantine stuff. Brilliant.

Oh, and welcome to the list, rucksackjack! Only 4 people between you and control of this fort... well, I think "controlling" this fort is going a bit far, given how many messes we've collectively made...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 18, 2008, 05:04:11 am**

Oh dear, if she keeps that up you'd better get a move on with her tomb, as she'll be going mad soon. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 19, 2008, 01:19:02 pm**

I can only imagine what the King consort would think of a mucky old prole like Maggarg the Miner running the place.

Quote from: Maggarg - Eater of chicke on November 19, 2008, 01:19:02 pm

I can only imagine what the queen consort would think of a mucky old prole like Maggarg the Miner running the place.

Erm. King Consort.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 19, 2008, 02:09:40 pm**

Er, um...
That's what I said.

the perfect crime, mwahahaha.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 20, 2008, 02:23:38 am**

Journal of Endok Monangbesmar:

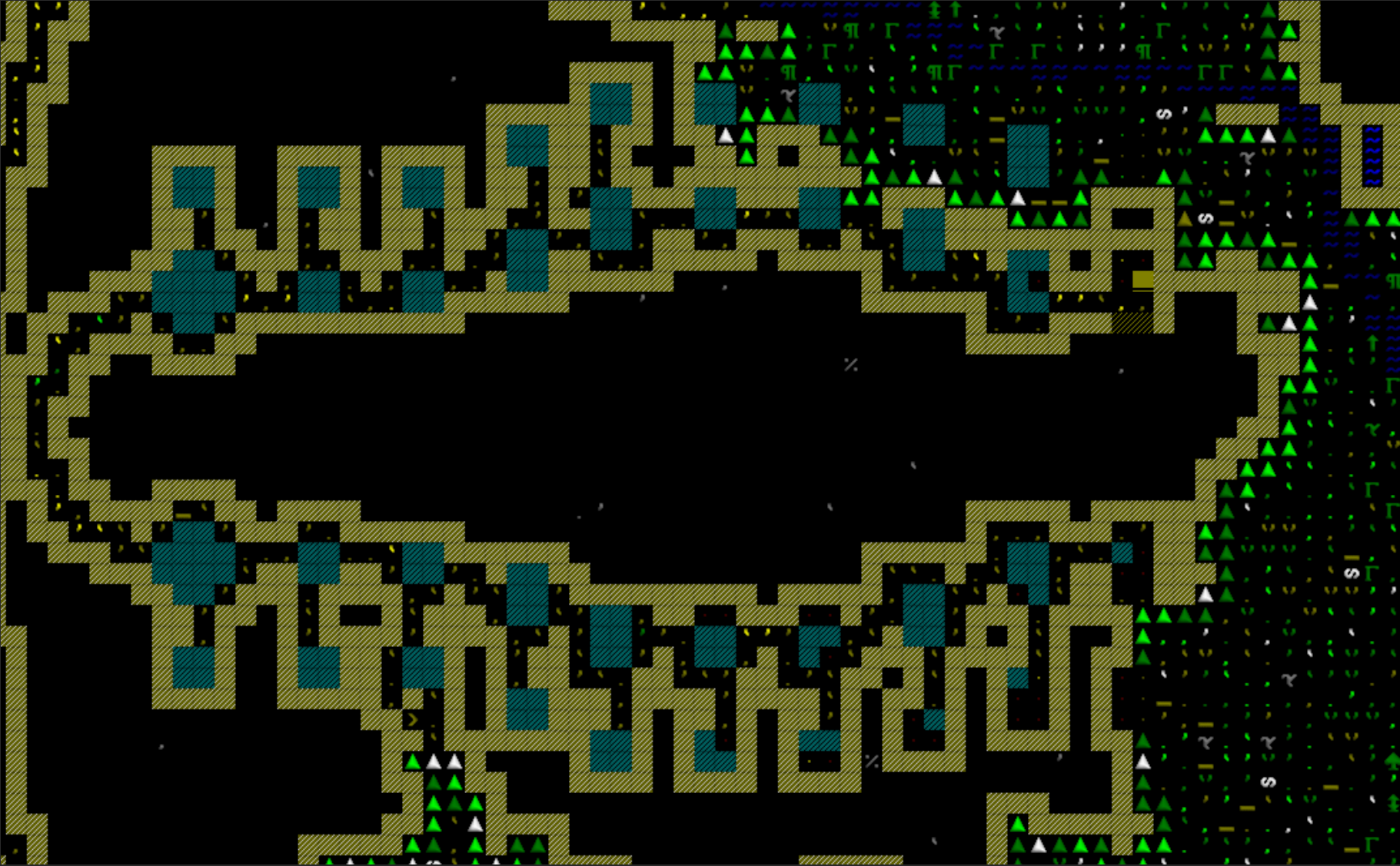
1st Hematite, 1064:

The last few weeks have been quite exciting! Finally, the fish caught by the carp trap have been brought to the main fortress for further taming! Surely this calls for some sort of celebration!



It also turns out that these fish will be more difficult to train than I had originally envisioned. My standard techniques have thus far made little progress, but I'm still confident that soon we may have these wondrous creatures swimming beside us in the swimming pool. I have heard of the elves having such pools, "Koi Ponds" as they call them, so surely such a marvel is well within our capacity as dwarves.

Meanwhile, progress on the abbey is strong. Valter estimates that the foundation excavation should be completed by the onset of the dry season, which will mean pleasant working conditions for the workers as they begin to lay the cornerstones of the great project.



Still, there are a couple problems to be solved. First, there is a veritable network of tunnels weaving around the foundation pits. Valter insisted that these be added after he got himself stranded a week or so ago and had to dig his way out. The tunnels provide access to our workers as they dig, and later construct the foundation, but I fear that once completed, these tunnels will prove to be a perfect habitat for rats, as well as their larger kin, kobolds. These aren't nearly as friendly as elephants or carp. The second problem is how we will construct the great windows, for what abbey is complete without giant stained glass walls? Alas, we do not have any known source of sand, and although there are indeed areas that remain unexplored, there is a very good chance that we will have no sand whatsoever within a reasonable distance. Valter suggested that we use cut gems for the windows, and showed me how they might be worked to produce results of great beauty, but both of us have doubts as to how we might aquire such quantities of gems as will surely be required.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 20, 2008, 02:57:09 am**

Journal of Ustuth Elbellogem, King Consort:

6th Hematite, 1064:

That mere commoner, the so called "Mayor" Dresdor has gone to far! He *dares* to imprison a dwarf who could be busy working on *my* Great Abbey to Rakust because she failed to meet some silly mandate for silver items! If only my tootsie were here to- oh, what's that? She was just one of the fortress guard, and not a worker? Oh, well, carry on then.

51 Days in Prison.

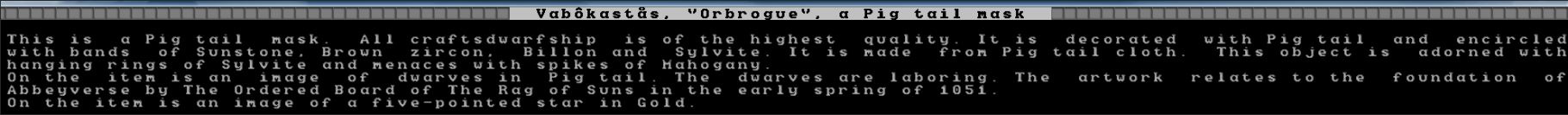
Officer: Nil Litasterar, Guard.

Violation of Production Order.
Injured Party: 'Dresdor' Locuntun, Quartermaster.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 20, 2008, 03:34:20 am**

14th Hematite, 1064:

One of our clothiers has made the most marvelous mask!



It reminds me so much of my sweet tootsie. I wonder if I should have them wear it at our next party? Then again, it might be an insult to her memory. Oh, but she would surely know whether it was a good idea! But then if she were here to tell me, I wouldn't need the mask to remember her by. Such conundrums do so make my poor dear head hurt so! Perhaps I should ask that Omega, he seems a clever sort.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 20, 2008, 04:40:03 am**

Woohoo! A new Legendary Clothier! That's another ton/year of high-value trade goods we can churn out from effectively thin air. It might be the time to add another clothier's workshop...

Also last time I looked we had a ton of gems dug out from the strip-mining project - if you manage to get a bunch of those cut you should be able to make a fair few windows. No guarantee they'll all be the same colour though.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 20, 2008, 04:46:16 am**

Journal of Endok Monangbesmar

5th Malachite, 1064:

That duke consort has gone mad! Today he ordered 10 hammerstrikes for the failure of our gemcutters to cut enough large gems! Worse, it was not for lack of trying! The hard work of our gemcutters revealed two large gems, and they have cut dozens of other normal sized ones as well. Between him and the Duchess Consort's demands for adamantine, I dread to think how many dwarves will suffer for these ridiculous demands!

10 Hammerstrikes.

Officer: Ingiz Okirbim Zon Azin, Hammerer.

Violation of Production Order.
Injured Party: 'Jools' Zimdúcin, Duke Consort.

Still, it has perhaps not been an all together bad month. Things have been peaceful, with the exception of a couple kobold thieves and the arrival of the human caravan. Also, the elf diplomat finally showed up, a full three months later than typical. I hope that nothing is the matter with them, for I would not want to see a people so attuned with animals harmed. Besides, they sometimes have some tips for taming diffucult beasts, and I still have had little luck with our carp.

Progress on the abbey goes well, despite Valter and a couple of the other miners falling down the foundation pits and having to dig their way out. We have struck bedrock on the western side of the excavation, and may even be able to start laying the first stones by the end of the month.

Finally, Dresdor has managed to get himself re-elected as mayor. I hope he doesn't start going insane as well.

((It appears that carp and other fish aren't tamable :-(think we should add the tag in the raws, or just incorporate the fish into the abbey for the suicide drop?))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 20, 2008, 05:15:46 am**

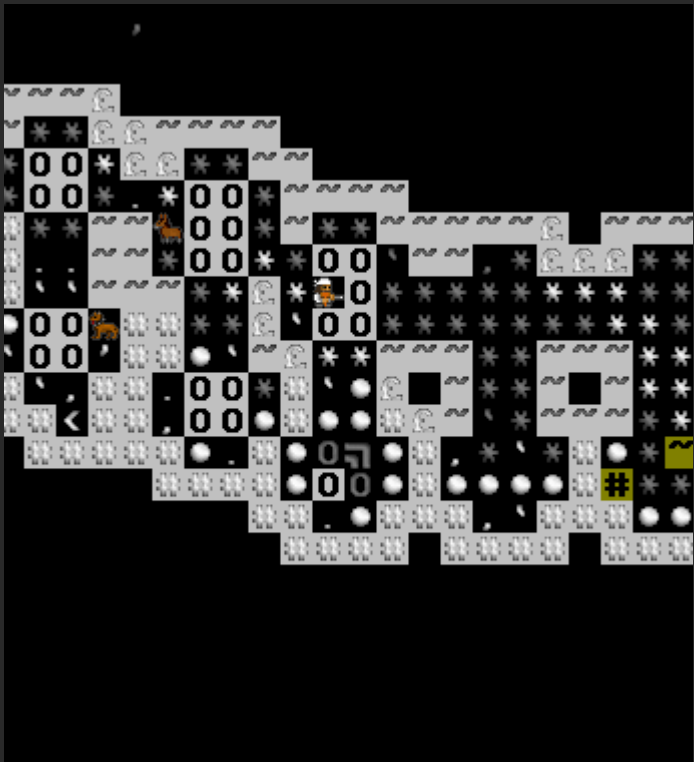
14th Malachite, 1064:

A minor catastrophe has struck! While mining out the last bits of earth around the trench, Valter failed to notice that he was digging the last bits of earth supporting the small rise he was removing. The said small mound promptly fell on top of him, knocking him out and causing some rather nasty scrapes. Valter was back on his feet quickly enough, although he said that the incident did something to his lower back, and so he was going to bed to rest.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 20, 2008, 05:21:37 am**

15th Malachite, 1064:

Today marks a very important event! The first stone of the foundation of the great abbey has been laid! Let this date be remembered, that in generations to come our children will learn of it, that on the 15th of Malachite, 1064, the construction of the great abbey was at last truly begun!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 20, 2008, 05:27:15 am**

Quote from: Keldor on November 20, 2008, 04:46:16 am
((It appears that carp and other fish aren't tamable :-(think we should add the tag in the raws, or just incorporate the fish into the abbey for the suicide drop?))

Suicide drop. We should keep it vanilla IMO and besides, tamed ferocious beasts like carp are silly, they should be a threat to all. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 20, 2008, 08:20:30 am**

I'm with Kazindir. Dropping into a pool full of wild carp is a far more spectacular suicide than just jumping into a pit. Though retrieving the bodies might present a problem - perhaps some sort of system of traps and doors and pumps to re-trap all the carp and pump the water out so we can retrieve stuff?

Hooray for the Abbey's foundation stones being laid though. We need more bizarre large buildings... and, really some sort of 3D visualiser (my copy of 3Dwarf no longer works).

Also please feel free to kill off the Duke Consort if he becomes too annoying. I mean, 10 hammerstrikes for failing to meet a mandate that's only possible to meet by chance is a bit much... plus the fact that almost every large gem in the fortress is in one of his rooms...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 20, 2008, 09:29:17 pm**

Maybe I should have him, along with the adamantine duchess consort go and see how they fare against the bronze colossus that just showed up...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Grath** on **November 20, 2008, 09:36:42 pm**

Jools, there's Lifevis which is the new version of 3Dwarf, has more stuff it can see (although still buggy and missing some models).

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 21, 2008, 04:10:47 am**

Cool! Cheers Grath, I shall hunt it down when the Abbey is done and there's a save file around.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 21, 2008, 06:25:48 am**

16th Malachite, 1064:

Apparently we partied too hard - A bronze colossus has come forth from the hills and is bearing down on the fortress! I've ordered the west gate closed, but it appears that no one has the slightest idea where the lever to control it is.

Alas, the marksdwarves have not made it to the gatehouse in time! The colossus has breached the outer wall and is heading south, away from anywhere our marksdwarves can fire from!

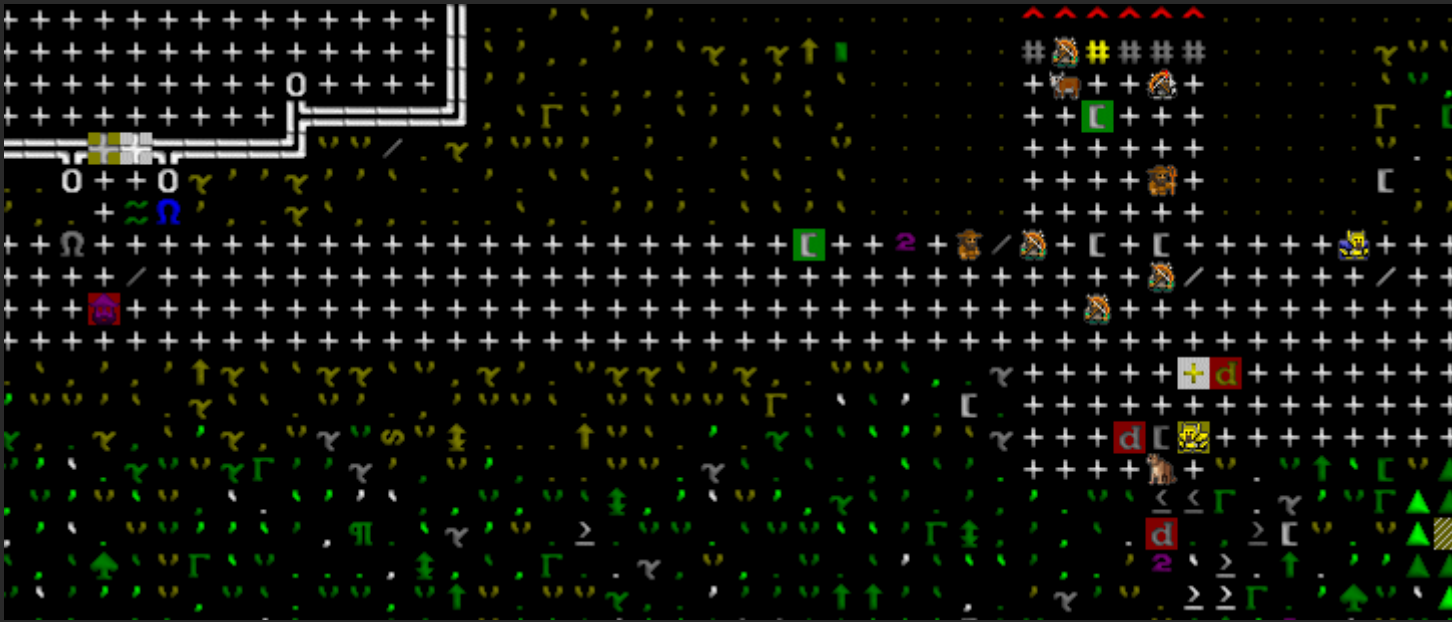
I've headed into the mines to take cover. The surface is no place for dwarves without weapons now!

19th Malachite, 1064:

The colossus has fallen, struck down by Thob Olinmes Gecastthortith, second in command under Unib Tadzon Abalvakisttoltot Etnàr, of goblin slaying fame. The battle was the strongest show of force here at Abbeyverse since Kazindir's time, with our entire military, a couple of the royal guard, and even a tame cougar showing up to stop the animated statue's rage.



Armok himself must have smiled upon us, for we lost only a single dwarf that day. May Atír Otadudil, Jools' Butler and Champion in the Royal Guard, who rushed out to face the monster the moment he heard the statue outside the Nist Akath Yard topple drink deeply in the halls of Armok!



Other casualties included three fine dogs, as well as a marksdwarf who recieved a broken elbow.

The remains of the colossus will be stood up outside the Nist Akath Yard, replacing the statue overturned with the overturner.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 21, 2008, 07:01:13 am**

About time the military pulled itself together!

I believe the lever for the western gate is under the (poorly named) Gears of War - next to one of the walls stopping the pumps from flooding everywhere.

Unless I destroyed it in a fit of overzealous construction of course. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 21, 2008, 07:55:25 am**

Just build a new lever for the main gate, one that's *your* lever for it. It'll make the games of "What does this lever do?" more fun!

Nice move on the statue replacement.

Also: Jools has mandated the recruitment of another butler. ;-P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 21, 2008, 01:08:34 pm**

Here is the lever!
<http://mkv25.net/dfma/poi-8989-leverwesterngate>

Bloody health and safety... ;)

/edit I just noticed, the place you are building the Abbey is the spot I had partially cleared to build the top of my temple/zoo before the Queen turned up and started demanding silly things like somewhere to sleep. Definitely a religious spot that. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 22, 2008, 11:06:46 am**

Keldor cancels play dwarf fortress: interrupted by family reunion.

Yep, I get to spend Thanksgiving driving halfway across the country to visit relatives. See you all next week!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 27, 2008, 01:11:08 pm**

I hope keldor is back soon.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **November 28, 2008, 03:45:44 am**

He's probably busy battling a Giant Turkey. Best not to interrupt until he's dealt with it.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 29, 2008, 02:52:38 am**

Whew, finally back!

Probably won't get an update up until tomorrow, though, as I just spent 15 hours in the car :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 29, 2008, 10:41:23 am**

Welcome back and ugh, that doesn't sound too fun!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 30, 2008, 08:30:30 am**

Excerpts from the journal of Ustuth Elbellogem, King Consort:

20th Malachite, 1064:

Sazir Boltglowing the Dented Direction of Anguishing has truely distinguished herself. After her sparring session with the Duke Consort was interrupted by that foul bronze colossus, she bravely jumped into battle. Now, any dwarf can, and is expected to, jump into battle to defend her kin against impossible odds. This in itself is no great distinction. It's what she did next that has earned my respect, that she may be slightly higher than the lowly peasant.

As she fought, the colossus landed a blow, sending her sprawling into the mud. Naturally, a lesser dwarf, some filthy peasant, would have continued fighting, for such creatures do not concern themselves with personal hygiene. But Sazir was more noble that that. She forsake the call of battle to change into a clean suit of armor, detesting the idea that she may be seen sullyng the image of dwarfkind by battling in filthy apparel, a most noble action for one born so low. My sweet tootsie would have been proud!

I have seen fit to reward her with the prestigious (for a mere peasant, at any rate) role as butler to the Duke Consort, that she may remind the peasantry of the glory that even they may aspire too. Surely the dream of one day serving, in person, one of the upper classes shall be enough to inspire even the lowest to adequacy!

Sazir Aläthrab Gebötthat Roldeth, "Sazir Boltglowing the Dented Direction of Anguishing", Jools' Butler

Sazir Aläthrab Gebötthat Roldeth has been ecstatic lately. She was able to rest and recuperate lately. She admired own fine Cabinet lately. She admired a fine Door lately. She was disgusted by a miasma lately. She had a satisfying sparring session recently. She ate a fine dish lately. She dined in a legendary dining room recently. She had a wonderful drink lately. She had a fine drink lately. She slept in a very good bedroom recently. She ate a legendary meal lately. She admired a fine tastefully arranged Statue lately. She was nauseated by the sun lately. She has complained of the lack of dining tables lately. She has been annoyed by flies. She has complained of thirst lately. She is an ardent worshipper of Lebes Robustgleam. She is a royal guard of The Ordered Board. She is an enemy of The Deceiver of Hegemons. She is an enemy of The Incest of Souls. She is an enemy of The Order of Crypts. She is an enemy of The Terrors of Dourness. She is an enemy of The Faith of Seducers. She is a citizen of The Rag of Suns. She is a member of The Ordered Board. Sazir Aläthrab Gebötthat Roldeth likes Native silver, Trifle pewter, Red pyrope, ivory, turtle shell, the color white, moons, thrones, giant axe blades and mules for their stubbornness. When possible, she prefers to consume carp and Dwarven ale. She absolutely detests toads. She often feels discouraged. She feels strong urges and seeks short-term rewards. She is very active. She has a fertile imagination. She is confident. She strives for excellence. She needs alcohol to get through the working day. She doesn't really care about anything anymore.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **November 30, 2008, 05:12:39 pm**

So basically, the military managed to survive a colossus attack with one casualty, and yet when I tried to play, half of them died when they were facing a goblin ambush...

Damn you D20!!!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **December 01, 2008, 05:11:54 am**

It's the crossbows. When facing missile fire, dwarves feel obliged to go all Saving Private Ryan - lots of getting shot in slow motion. :)

NOOO!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **December 01, 2008, 06:36:17 am**

Maybe we should make them watch John Woo films instead - lots of bullets flying, every bad guy armed with at least one machine gun, and yet the hero can stand in the middle of a hail of lead, untouched, raise his gun, fire off a single shot and kill the Big Bad Guy.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 02, 2008, 10:22:09 pm**

Excerpts from the journal of Endok Monangbesmar:

21st Malachite, 1064:

Jools wants Billon items made, and the tax collector is making a fuss about needing a rope reed bag in her office. For what purpose eludes me. Perhaps she needs somewhere to put all those coins she's been collecting?

Jools however is a problem all to himself. Not only does he have a penchant for collecting the largest gems in the fortress (and for hammering any dwarf who cannot find more to satisfy him), but yesterday he threw a fit because his bedroom is no larger than any of the other former overseers!

The biggest problem we have, however, is the new Duchess Consort, with her mandate for adamantite. Dresdor told me that there's no way we can possibly even hope to find any of the precious substance, and that the Duchess Consort is likely to have someone hammered because of this! I hope she doesn't decide to hammer Valter, I like him.

Dresdor said that since Jools likes billon as well as floodgates that we should make him three floodgates made of billon. That makes sense to me, though I don't know why he thought that the gates should then be installed in the Duchess Consort's room. He told me something about if a consort to a noble should die, and there's another consort of the some type around, then the noble and the other consort are expected to wed, or something like that. What that has to do with floodgates is beyond me, but I think it's a fine idea to make Jools some billon floodgates, so I think I'll go see about that.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 02, 2008, 11:13:53 pm**

9th Galena, 1064:

Building the abbey is hard work, especially since it's so cluttered down here! Perhaps I should get a drink instead.

'Endok' Monangbesmar. Elephant Tamer cancels Construct Building: Item blocking site.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 02, 2008, 11:27:05 pm**

Excerpts from the journal of Estuth Elbellogem, King Consort:

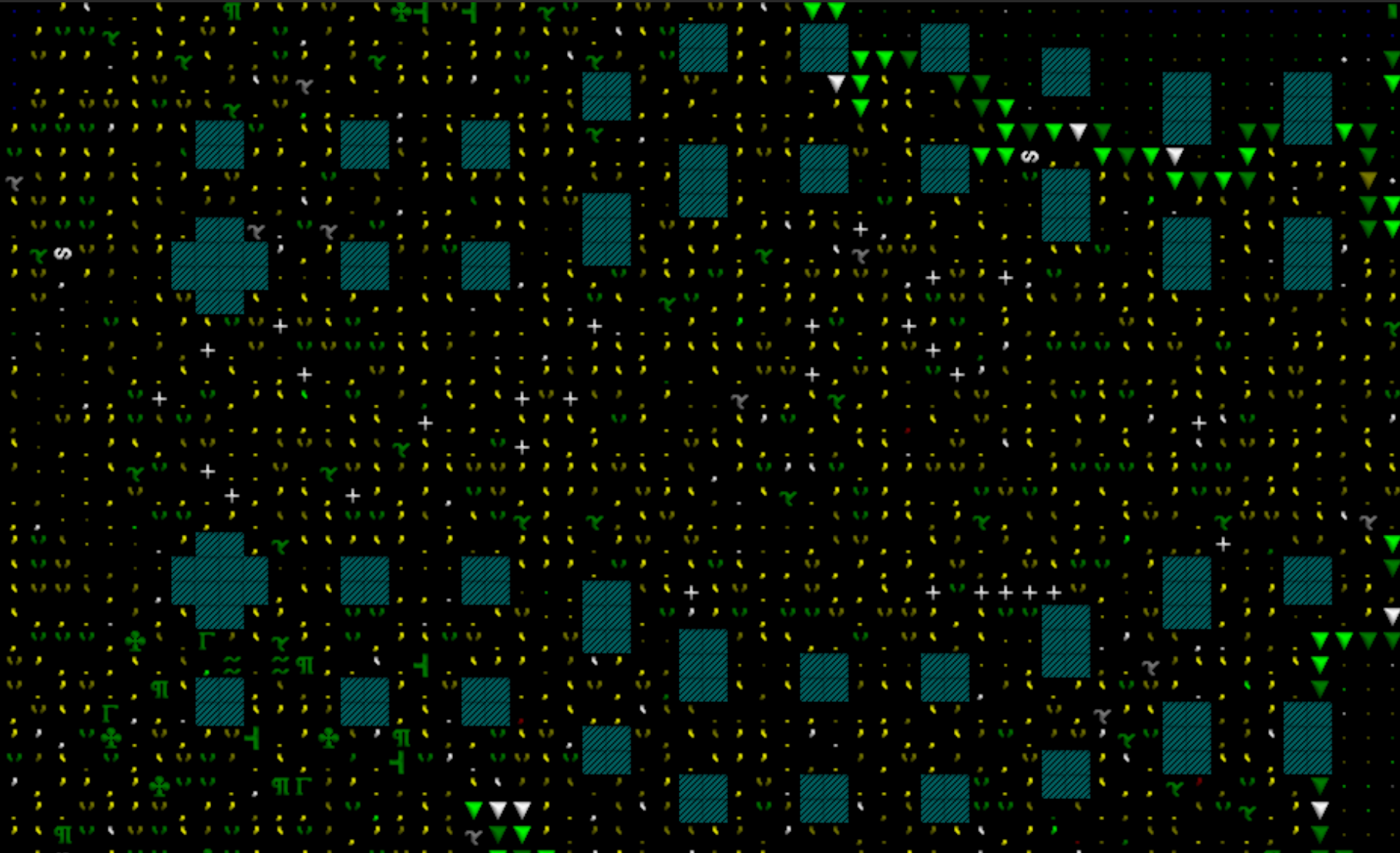
12th Galena, 1064:

Alas and woe, for my sweet sweet son, Lolor Urvadakam has died! The physician said that he died of dehydration, from not getting enough water. Oh, had only my tootsie been here to help, for she would have known what his crying meant. I so dearly wish she were here to guide me!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 02, 2008, 11:42:41 pm**

18th Galena, 1064:

The miners tell me that they have finished digging the holes for the foundation of my great abbey. Digging the holes! Whyever they must dig down in order to build up makes no sense to me whatsoever! Surely they are just trying to waste time. After all, it has taken them an entire two seasons just to get this far! If only my sweet tootsie were here, she'd soon have some sense knocked into them, oh yes!

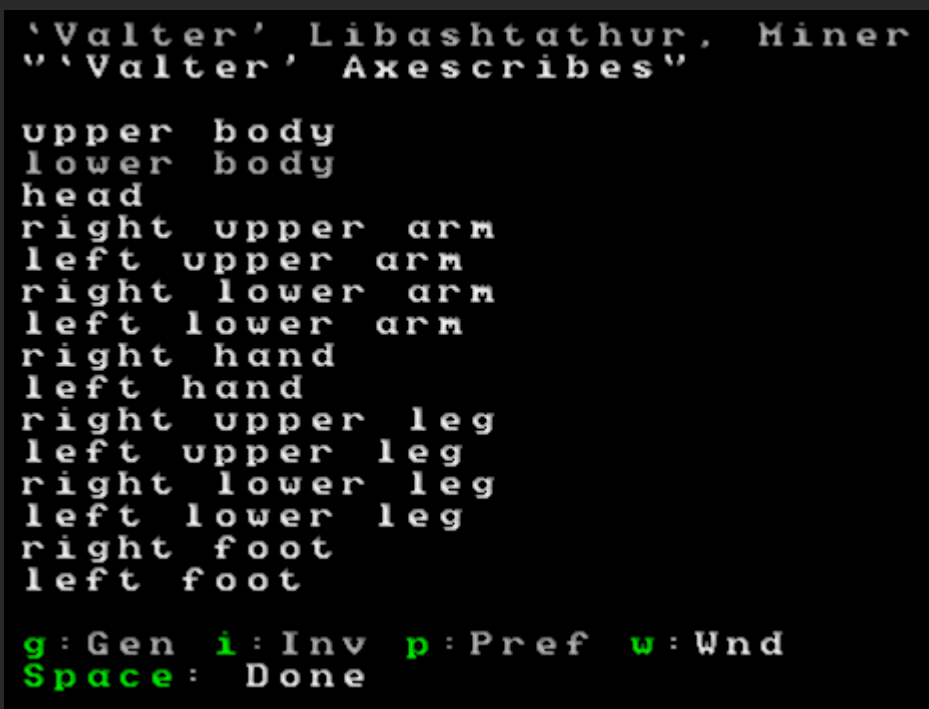


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 04, 2008, 11:49:20 am**

Excerpts from the journal of Endok Monongbesmar:

1st Limestone, 1064:

This morning I was hauling rocks up from the deep quarry to build the abbey when I ran into Valter! He says that his back feels a lot better now, and that he was heading back to work in the mines again. I caught a glimpse of his lower back through his X≡«Pig tail coat»≡X and it surely looked a lot better, even if it was still somewhat swollen and bruised.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 04, 2008, 12:11:58 pm**

11th Limestone, 1064:

The caravan has arrived! Perhaps they'll bring us some nice stone blocks to build with!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 04, 2008, 12:26:14 pm**

13th Limestone, 1064:

A vile force of darkness has just been sighted, and worse, the caravan has not yet made it entirely within the safety of the walls! Still, it could be worse. Kazari tells me that it's just a roving warband, with no real leaders. I hope she's right.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **December 06, 2008, 10:33:32 am**

Hmm, want to see a map for the abbey now :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 06, 2008, 11:12:19 am**

The screenshot a couple posts up is pretty much the way it still is - The foundations still haven't reached the surface yet, so there's not much to see other than some pillers underground which will support the main columns. I expect that the abbey will take many years to actually finish.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **December 07, 2008, 05:50:20 am**

can I have the 2nd go in round 5?
I can probably do it now since I upped the processor power and got rid of nasty-slowng-down things on my pc.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 07, 2008, 07:55:02 pm**

I just added maggarg to the list again. Now, just don't go all Halltraded on us. XD

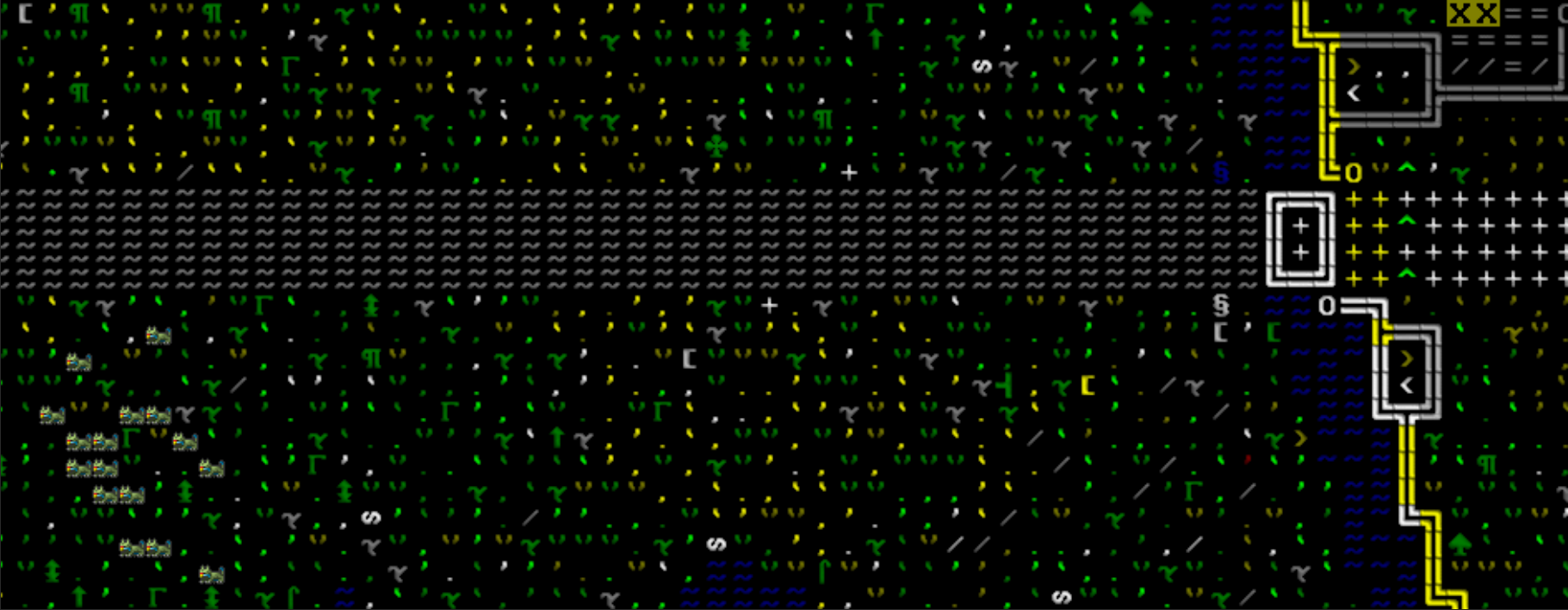
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Mad Larks** on **December 08, 2008, 04:57:47 am**

I love how this turned from a humble idea of a saltmine into a fort of grand constructions and now also plans for a massive cathedral.

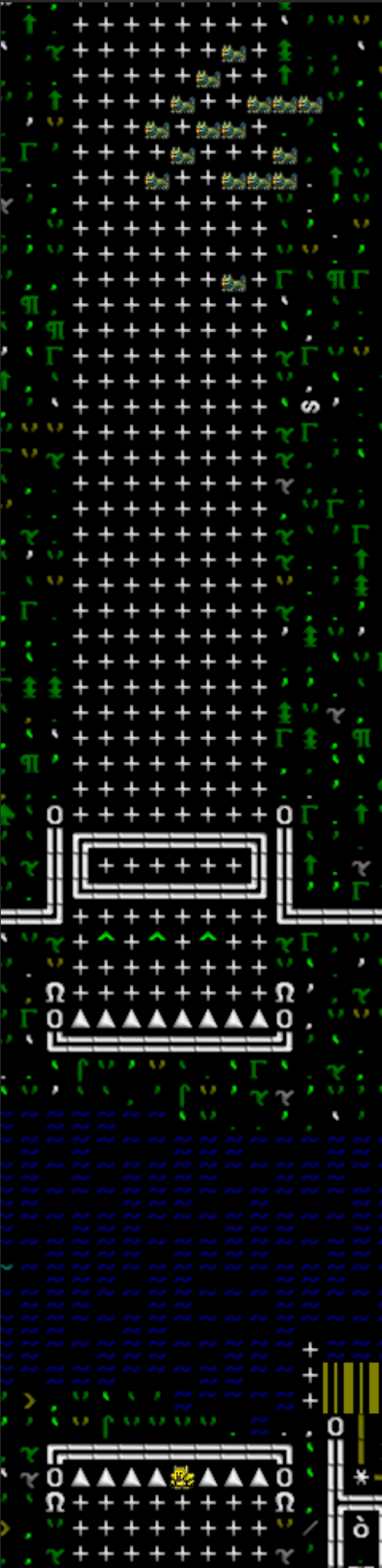
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 06:20:49 am**

15th Limestone, 1064:

The merchants have all safely arrived within the fortress walls. The marksdwarves are standing ready in the gatehouse. Now all that remains is the waiting game. I hate that part.



Why is Thob standing alone to guard the bridge? Where's the rest of his squad??



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 06:27:48 am**

16th Limestone, 1064:

The battle has begun! But what's this? Kazari says that the first group of goblins is already on the run, routed with our marksdwarves' first volley! I guess they really are a disorganized warband. When I went to check if the fallen goblins had any nice socks I noticed that the fleeing goblins far outnumbered their fallen comrades.



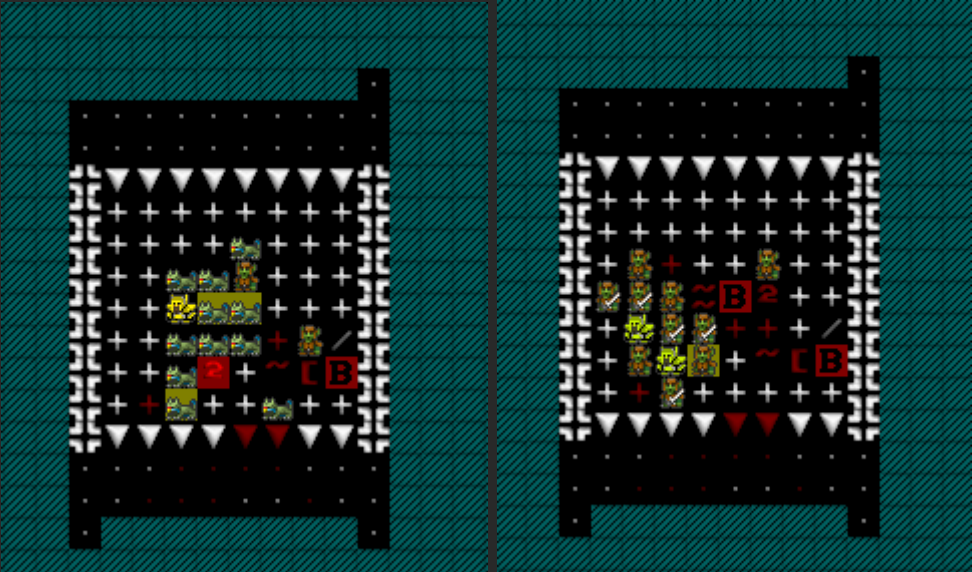
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 06:35:34 am**

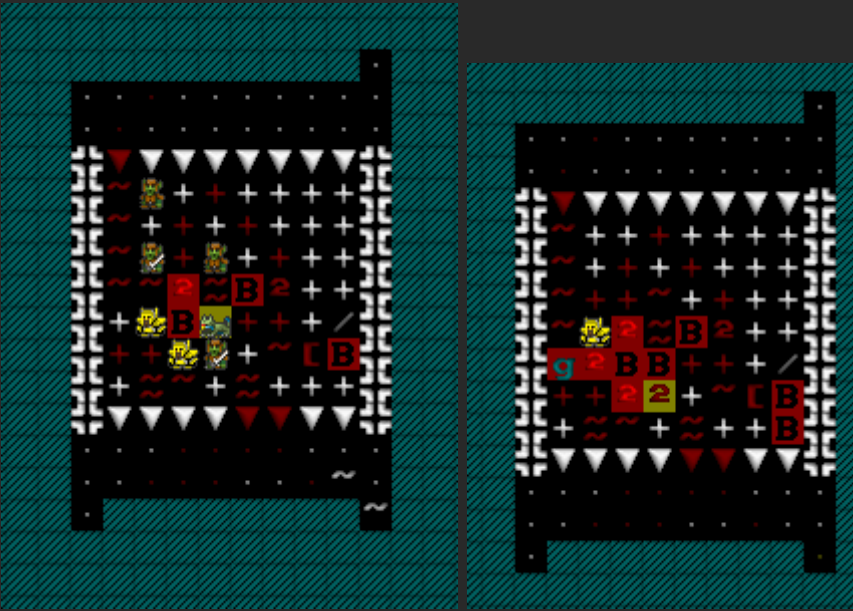
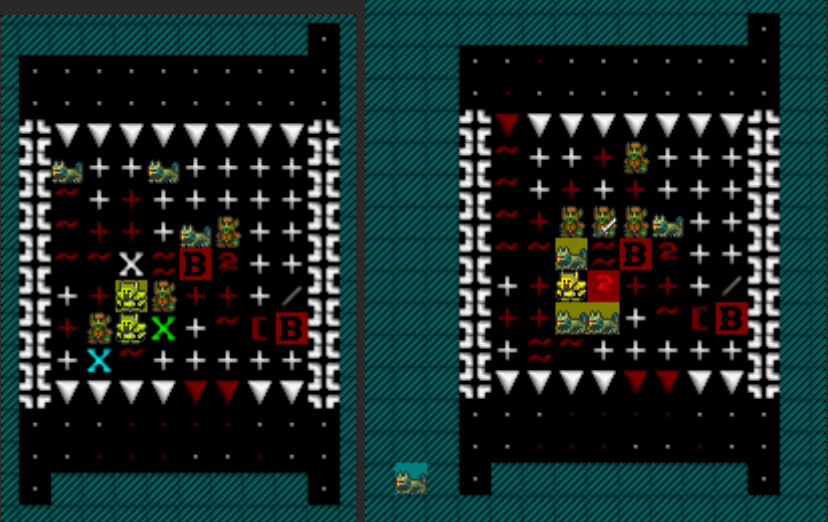
17th Limestone, 1064:

The second group of goblins is now in full retreat!



Meanwhile, there's a fierce battle ongoing between Onib, Thob, and a whole bunch of goblins!





Victory is ours!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 07:09:53 am**

Excerpts from the journal of Ustuth Elbellogem, King Consort:

17th Limestone, 1064:

Evidently we were besieged by goblins, but our military drove them all away. Our manager, what was her name? Koziri? Nevermind the name, she said that work continued throughout the siege without any interruption. Jolly good, except for the part about the work being done on the moat project, and not my wondrous abbey! She even had the audacity to give some silly excuse about this diversion, something about the miners breaching the moat and flooding the entire fort, why they should be digging there and not building the abbey I have no idea! My sweet tootsie would have known what to do, oh yes! She would have this silly manager chained up and hammered, that's what she'd do! Oh that I had some of her strength of resolve! Iron-fisted they used to call her, and what an appropriate title, for she stopped at nothing to force the filthy masses to do their duty! Oh, I miss her so!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 07:48:13 am**

21st Limestone, 1064:

We offer them a good deal, and those lowly merchants *dare* to demand more! This is a disgrace! If they will not trade for a fair price, then they do not deserve to trade at all. I have ordered that their goods be seized. Perhaps they will think twice about attempting to extort their King in the future! I think my sweet tootsie would have been proud.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 07:55:28 am**

Excerpts from the journal of Endok Monangbesmar:

21st Limestone, 1064:

The King Consort flew into a rage today and turned the merchants away, without their goods. They were so nice as to bring what we needed too, lots of steel, steel weapons, steel armor, steel trap parts, steel crafts, and large gems for Jools. I hope they come back next year.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 08:19:54 am**

28th Limestone, 1064:

Jools has mandated the cutting of another large gem. Apparently the ones the King Consort seized weren't enough for him. The Duke has insisted that a lay pewter throne be erected in his bedroom. Life in Abbeyverse goes on as usual.

At least our Duchess Consort has come to her senses, and has merely imprisoned a brewer for a month and a half for failing to produce adamantite.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 08:32:20 am**

3rd Sandstone, 1064:

A mason is working on a secret project, and a hydra has been sighted. Yep, life is normal here at Abbeyverse.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **December 08, 2008, 08:45:56 am**

Woo, moats looking good ;D

Although I worry about all those dogs and horses at the bottom of the currently dry well, I have a nasty feeling that wounded guards up in the Foe Flusher are going to be given "special" water, enhanced with all manner of, erm, minerals and organic matter. :-X

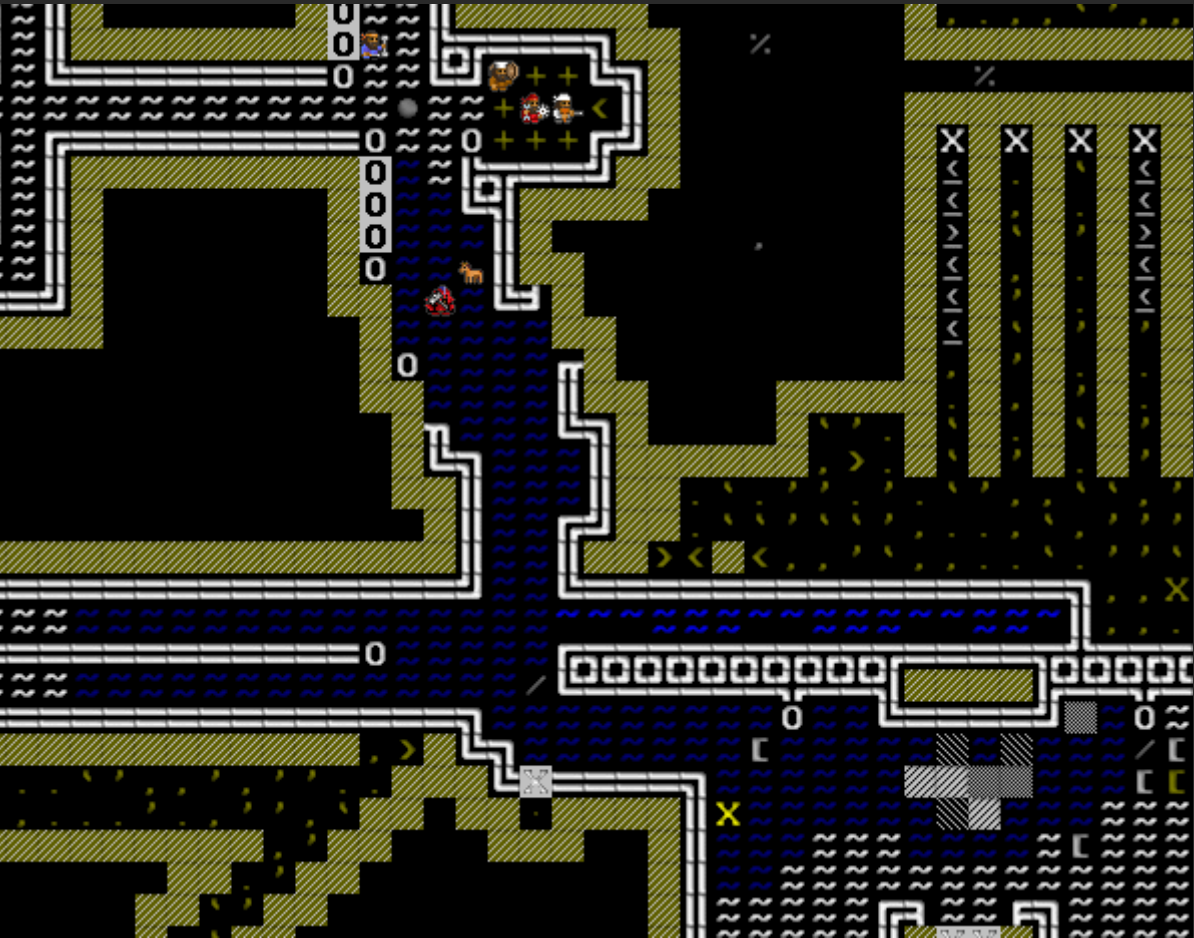
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 08:50:22 am**

6th Sandstone, 1064:

The hydra killed a cat, chased a mechanic around, scared a merchant, and set off the foe flusher before one of the Fortress Guard arrived and slew it. It was quite a sight, the two of them battling in the raging waters!



Not all news is good, though, the moat appears to have sprung a leak, and the renovation project is being delayed by the influx of water. What I can't understand is why the leak seems to be coming from the area by the front gate.



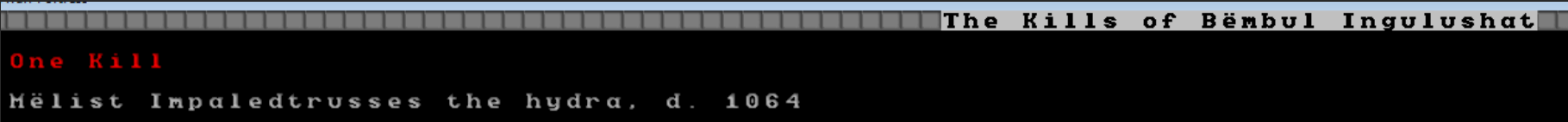
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 08:59:59 am**

Kol Idenfath, the secretive mason, has created the most wondrous statue! Bâsennâzom Beradil, or Spraydreamy the Earthen Wall. As the name suggests, it depicts Bëmbul Ingulushat battling with the hydra as water surges around the two of them. It's quite a sight! Still, I wonder how Kol managed to make it, since he started before the hydra had even appeared!

Bâsennâzom Beradil, "Spraydreamy the Earthen Wall", a Mica statue

This is a Mica statue. All craftsdswarfship is of the highest quality. It is decorated with cave lobster shell and encircled with bands of Pig tail, Gold, Acacia, Palm and cow leather. This object menaces with spikes of Mica and Brown zircon.

I was talking to Bëmbul about it earlier, and would you believe that he has never been in a real fight before the hydra came? Surely he's blessed by Armok!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 09:04:24 am**

I think the dogs and horses belong to the masons. I've noticed that at least one of them has a sizable entourage following at all times.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **December 08, 2008, 09:15:18 am**

Ah, the Foe Flusher. Didn't think of that...
Oh well, there are enough pumps scattered around! :)

Good to see another hero rising from the Guard.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 08, 2008, 09:25:11 am**

15th Sandstone, 1064:

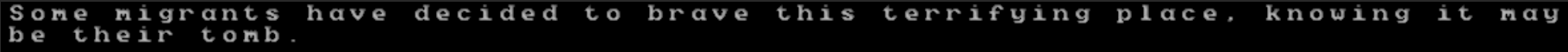
It's hard sometimes working with all my war dogs following me. Maybe I should see if there's anyone around that would like a pet dog or two?



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 09, 2008, 02:46:18 pm**

19th Sandstone, 1064:

Migrants have arrived! No doubt they want to try their hands at elephant or carp training.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 09, 2008, 03:03:12 pm**

26th Sandstone, 1064:

The moat renovation project has been completed, and none too soon! The King Consort has been muttering about hammerings if his abbey isn't worked on soon.



((Now I just have to figure out how to get the dwarves to stop taking "shortcuts" through the moat so I can flood it again))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 09, 2008, 03:51:11 pm**

12th Timber, 1064:

Uzol the engraver decided to float
her wonderfully crafted felsite toy boat,
so she brought it down into the filling moat,
but swim she could not, so her corpse did there bloat!

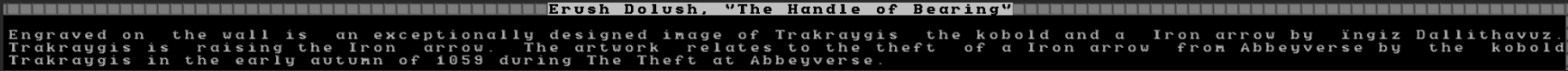


Uzol Zuntîrnebél, Engraver has drowned.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 09, 2008, 04:27:00 pm**

24th Timber, 1064:

Some events must never be forgotten. One of those events occurred in the early Autumn of 1059. I'll never forget that wonderful arrow. It's truly fitting that the engravings in our King Consort's chambers depict events of such gravity.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 09, 2008, 04:51:28 pm**

3rd Moonstone, 1064:

The last couple months have been quite peaceful. This is most assuredly a welcome development, as it has allowed us to focus our resources on building the great abbey. With Armok's blessing, we may even finish the foundation by the end of the year! Already the building area approaches the surface. What was once a distant shaft of light from the surface is now grown to something much more skylike in shape and size, and preparations to expand the work area from the great support pillars extending down to the bedrock to the foundations of the walls themselves has begun.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **December 09, 2008, 05:06:12 pm**

Quote from: Keldor on December 09, 2008, 03:51:11 pm

12th Timber, 1064:

Uzol the engraver decided to float her wonderfully crafted felsite toy boat, so she brought it down into the filling moat, but swim she could not, so her corpse did there bloat!

I'm scared! No wonder the migrants are reluctant to come here, I bet there are spooky young dwarven girls hiding round the walls and singing things like that... :(

Can't quite figure out why they go down there though, I can't think of any stairs out other than under the gate house and by the well...

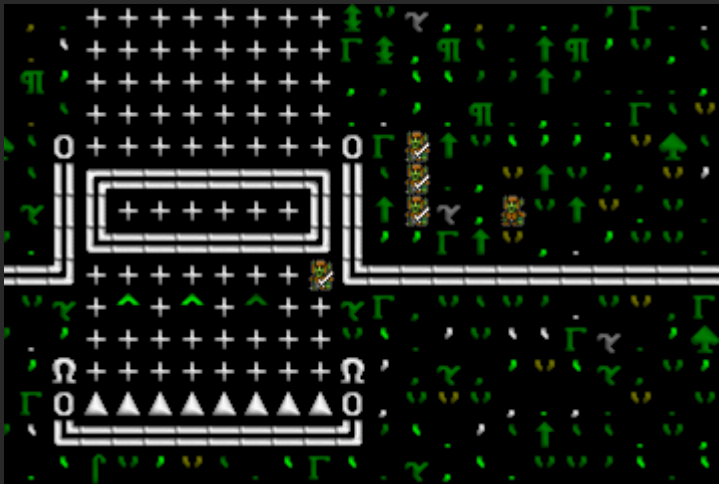
That engraving is brilliant - celebrating the theft by a kobold of a goblin arrow from our lands. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Keldor** on **December 09, 2008, 05:25:41 pm**

15th Moonstone, 1064:

An ambush! Goblins have been sighted near the bridge! The military has been called to arms. These goblins should be dealt with promptly.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Kazindir** on **December 09, 2008, 06:29:41 pm**

Are they....weeing against the wall?!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **ChazzyBurger** on **December 10, 2008, 12:57:50 pm**

Quote from: Kazindir on December 09, 2008, 06:29:41 pm

Are they....weeing against the wall?!

"Oh man, I so need to go guys..."

"Oh come on then, just go over by that wall, I'm sure no one will see you."

"Ahhhh that's better... Wait a minute, why the hell is there a kitten chained outside of this entrance..."

Goblins show extreme stupidity...

Still, the piss against the wall will show some better colour compared to the vomit, blood and mud around this place.

In another intreaging devolopment, where the hell do the dwarves relieve themselves...?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Keldor** on **December 12, 2008, 07:18:56 am**

Excerpts from the journal of Ustuth Elbellogem, King Consort:

16th Moonstone, 1064:

I do believe that I have discovered a new sport. Goblin punting! Our current champion is one of the dwarves in the army - what was his name? Her name? Nevermind. The important point is that he punted a goblin from the top of the bridge clear over the outer wall. My sweet tootsie would have loved this sport, that's for sure.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 12, 2008, 07:33:00 am**

Excerpts from the journal of Endek Monangbesmar:

19th Moonstone, 1064:

Oops. I think I just built a wall from the wrong side again. Yep, there's no way out. At least I'm not alone - ònul the bone carver also built a wall from the wrong side. He's been here even longer than I have! I hope the miners get here soon. Maybe they haven't noticed we're missing?



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 12, 2008, 07:38:09 am**

21st Moonstone, 1064:

Hooray! Kivish the miner heard our calls for help and dug us out! You know, they really should mark which side of the wall is which to avoid confusion.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **December 12, 2008, 04:23:35 pm**

Quote from: Keldor on December 07, 2008, 07:55:02 pm
I just added maggarg to the list again. Now, just don't go all Halltraded on us. XD

Don't rub it in :<. This place is far to big to do that. What could possibl't go wrong.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 14, 2008, 04:25:45 am**

Excerpts from the journal of Ustuth Elbellogem, King Consort:

15th Opal, 1064:

One of our masons went and created an artifact throne! She was supposed to be working on my abbey! If only my sweet tootsie were here she'd have her added to her fish tank! Alas, we left it behind when we moved to our new home here, and besides, their expressions as they sank to the bottom, chained to a golden ball, were of the most unsettling kind. I suppose it wasn't so bad after the fish nibbled out their eyeballs, but still - if only my sweet tootsie were here to take care of matters like this!

Kirararösh, "Rightdimmed", a Gneiss throne
This is a Gneiss throne. All craftsduarfship is of the highest quality. It is decorated with elephant bone and cave lobster shell and encircled with bands of Shell opal and turtle shell. This object menaces with spikes of cow bone, cow leather and Precious fire opal. On the item is an image of a half moon in Gneiss. On the item is an image of Palms in Gneiss.

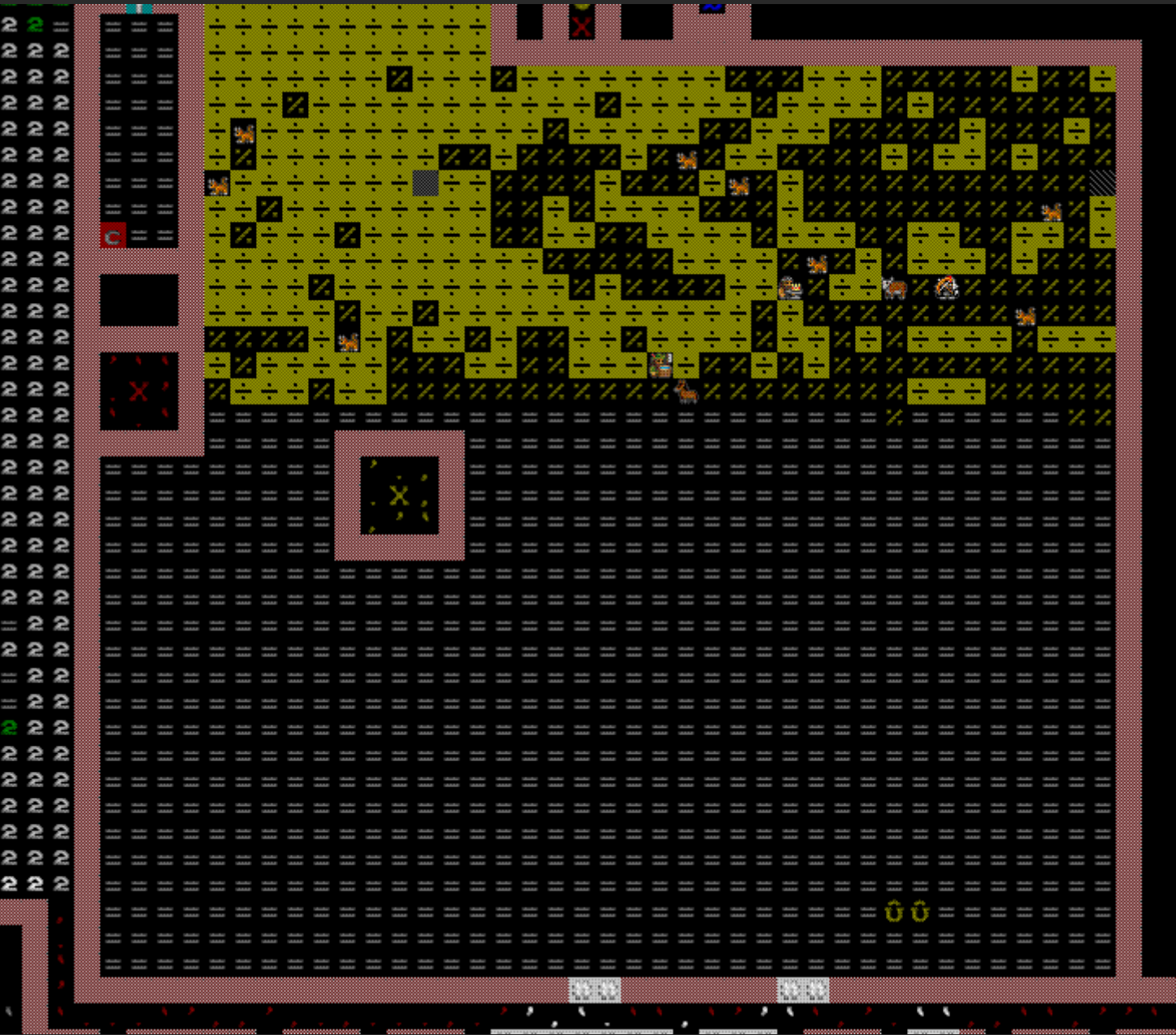
Still, I suppose it is a very nice gneiss throne. I think I'll have it installed in my bedroom.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 14, 2008, 05:42:28 am**

Excerpts from the journal of Endok Monangbesmar:

11th Obsidian, 1046:

There are two buckets sitting all alone by themselves in the middle of the food stockpile. How strange.



((Further investigation reveals a wounded soldier in bed Precisely one Z level down and one square north of the buckets. Oh, and more buckets and a barrel in the room with him.))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 14, 2008, 06:07:33 am**

23rd Obsidian, 1064:

Valter tells me we've struck horn silver in the upper mines!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 14, 2008, 04:18:27 pm**

1st Granite, 1065:

Later today, hopefully, we will celebrate as the final stone for the foundations of the great abbey is laid. After that - oh. Dresdor just told me that my term of leadership just ended. Oh well.

Save: <http://dffd.wimbli.com/file.php?id=733> (<http://dffd.wimbli.com/file.php?id=733>)
Map: <http://mkv25.net/dfma/map-4122-abbeyverse> (<http://mkv25.net/dfma/map-4122-abbeyverse>)

Notes for future overseers:

Two tiles! That's all that were left for the foundation when the clock ran out!

About the plans for the Abbey:

As you can see, there are two rows of pillar foundations for the walls. The outer row is for the flying buttresses, of course! The line of paved stone is the base of the curtain wall, which also contains the stained gem windows. At the right end is the location of the doorway. The pit in the middle is the pit of sacred self sacrifice. Devout dwarves would ascend the winding stair, and hurl themselves forth into oblivion from up high in the rafters. Hitting the pit, and thus falling into the koi pond beneath, is a sign of great faith in the suicide god. Missing the pit and being splattered across the floor only scores one a few points with Rakust, depending on how far from the pit the faithful landed. Each body part is counted separately. The floor should probably be decorated with mosaics - I'm thinking a bulls eye for the sacred pit XD

Anyway, I now pass on the leadership to Jools, who must deal with his own large gem mandate this time. >:-D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **December 14, 2008, 04:59:43 pm**

I'm looking forward to seeing this abbey.
I'll have to build something equally big when it's my go.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **December 14, 2008, 08:54:24 pm**

Ooh, those foundations look nice. ;D

****Crumpled Paper in a Bin****

Gragghshshasdjkl.

Just found out that some bright spark has gone and tunneled the river right into the pumps at the bottom of the moat. They had better put some floodgates in the outer moat before they flooded it, else when I find them they're going to get to go swimming to install them, carp or no carp.

K.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 15, 2008, 12:03:53 am**

Um, yeah, that's so that they can pump the inner moat out and the water will have some place to go without making a big mess. I didn't think they did any good just pumping into a small chamber that would rapidly fill up...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **December 15, 2008, 04:51:38 pm**

<Briefly pops online>

Don't have the chance to be online much at the moment - but excellent reporting, Abbeyverse seems... more like it should be than usual. Can't promise I'll finish the Abbey, but if I work out what the plans are I might make a start on it when not building more water pumping systems.

Now begins the (third? I've forgotten) reign of Jools, Duke Consort to a murdered Duchess, creator of a malodorous tower, and I shall have my large gems - in this life or the next.

;-P

Grabbing save now, I'll try and have a decent bit of my year done by the end of the week.

<edit>

Bah, got something else downloading via a download manager and the grippy f*cker seems to be stomping on any other process it thinks is downloading, just to keep its priority. I'll grab it tomorrow morning.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 16, 2008, 05:03:57 am**

The duchess wasn't murdered - she managed to drown herself - along with the hydra it seems - during Kazindir's moat refurbishment project. ::)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **December 16, 2008, 08:50:09 am**

Quote from: Keldor on December 16, 2008, 05:03:57 am

The duchess wasn't murdered - she managed to drown herself - along with the hydra it seems - during Kazindir's moat refurbishment project. ::)

Confirmed. Numerous witnesses were present to witness her and her babies being fished out before she threw herself back in.

There are no witnesses to the mysterious hydra death though, it was found dead in the moat next to a couple of barrels.
puts on sunglasses
Seems it drowned in it's sorrows.

YEEEEAAHHHHHHHHHH!!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **chonger** on **December 17, 2008, 03:01:24 am**

Wow! You guys got an amazing story going here. Keep up the great work!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **December 18, 2008, 02:20:48 pm**

I think I've been the least interesting so far.
This means I'll horrifically overcompensate next time

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **December 19, 2008, 03:30:05 pm**

Nah, your reports are great, Maggarg.

Says the guy about to dump 5,000 words onto the thread... just think of it as 5 pictures. ;-D

Executive summary: 6 months in, 1 dead dwarf, 1 kidnapped child, 1 goblin siege, lots of dead hostiles, a minor diplomatic incident and lots of pointless stuff built.

Report:

From the diary of Jools Crestwork, Duke Consort, Abbeyverse:

1st Granite 1065

Once more, the fortress is mine! After having had to lie low for a couple of years due to the arrival of the Queen, I am now in a position

to rule this fortress once more and expand my personal wealth. This is largely due to the regrettable tragedy of the Queen's death - a death for which I have an unimpeachable alibi (I was off collecting a large gem at the time, which I had suddenly decided I owned, and I made sure several people saw me).

Sadly my position has been slightly undermined by the death of my wife (who I never really knew - it was just one of those aristocratic marriages where you marry some girl but only ever see her in an official capacity at some formal event). This means that Abbeyverse has been sent a replacement Duke and Duchess Consort - fortunately, they seem to have little interest in the day-to-day running of the fortress at the moment (aside from mandating the construction of truly stupid things), but I fear this may change.

For now, I have been brought in to take official control of the fortress for a year to try and stabilise it, and return to an era of past glories (like that wonderful year when we only got a couple of small goblin ambush squads). The populace are relatively happy, as a whole, but some of the nobles are stropky and dedicate vast resources to building their own monuments, temples and other bizarre and pointless projects. I shall put an immediate end to this by issuing new work orders to resume work on The Weather Project, and for metalworkers to finish the iron cap on the Great Tower. I might also indulge the new King Consort by doing a little work on his Abbey, which seems to be some sort of temple to suicide... on one hand, given how often this fort changes hands it would be good to set a precedent of building things for other nobles; on the other, it is a huge use of resources, just to give him a place to jump off.

As a whole, the fortress seems stable and prosperous. The peasants are feckless and idle, as always, but we have several tonnes of food, plenty of booze and, surprisingly for a change, a reasonably competent military. Sadly the military seems to be largely composed of marksdwarves, requiring endless supplies of bolts for training purposes and defence, but I'd rather have the long-term logistical problem of keeping them supplied than the more immediate problem of being overrun by goblins. As a long-term project I might rearrange the squads and cross-train one group with warhammers, just so we have a more adaptable military.

Looking for immediate needs, there don't seem to be many. Planters are planting, growers growing, brewers brewing, we have several spare bedrooms to suit a variety of budgets, and the coffins in the mural to the south of the Peasants' Quarters are surprisingly empty. What's the use of an improvisational mural if the deterrent part is never used, eh? Of the nobles, one wants bucklers, the King Consort wants a better tomb (maybe the blighter will use it once he thinks its good enough) and of course we need another large gem.

Gaaaaaaaah! I've just inspected the site for the Abbey! Someone's built it right on top of a beautiful pocket of magnetite - with nodes of native platinum in! I know we don't use all the tonnes of ore we already have, but my instincts as a dwarf feel this to be wasteful. Maybe we should just try digging out a bit of the ore there, make sure there's a nice big pit for fervent worshippers to leap into. I mean, its not like they're going to come and complain even if they do spot it on the way down...

Checking the workshop areas I find most to be in good order. We could do with some more hauling to clear the masons' workshops, and the clothiers need to be given jobs, but otherwise everything seems to be running smoothly. We even have a new Dyer's workshop or two that I never noticed before, and a special area set aside for the sole purpose of making bonobo leather items for our tax collector. Speaking of whom, she's currently going around in a pair of rather well-fitting dog leather trousers. Its very distracting when you're trying to get some work done.

Before I begin on my grand projects, there is a little tidying up that needs to be done. Specifically, the gathering of all the crap that lies in front of our fortress - mainly bolts and narrow clothing and armour. An odd combination. I shall have that seen to before I begin on major construction work. Meanwhile, I'll have all our goblin cages placed in the arena (if there's room). At some point someone can let them all out for training purposes or something.

OOC: Yeesh, 10FPS! What have you guys been building? This thing is slower than the Civil Service! It picks up to 14FPS later, but still...

2nd Granite, 1065

I remembered that we no longer have a Trade Depot, and ordered the construction of a new one. A Trade Depot that befits our wealth and status, built from something that will amaze and impress the visiting traders and nobles. Platinum bars should do.

3rd Granite, 1065

I checked the gates and found our kitten-based goblin ambusher detection system was missing, presumed eaten. I've put a pair of war dogs at the main gates, and am ordering some ropes placed outside the north gate.

7th Granite, 1065

One of our military has become an Axe Lord rather than a plain old Axedwarf. This is excellent news, we are further along the path to having a military full of Champions. I also checked the Guard assignments, and, noticing we were one Royal Guard too many and one Fortress Guard short, did a spot of reassigning.

14th Granite, 1065

I am beginning work on building up the tower of pumps for The Weather Project. It seems to have been disconnected for some reason (most likely diversion of power to the moat pumps, for short term emptying without needing to build more waterwheels). I have chosen to go for the more-waterwheels option instead, to keep the pump tower flooded - as it appears that failing to ensure that leads to annoying situations like trees growing in the space that's meant to be full of water. Not a sapling, which blocks nothing. A full-grown tree.

Not that having it flooded is necessarily any better - there's a blasted guppy on one of the upper storeys. Maybe we can make it rain fish on our enemies, instead of floods of water...

15th Granite, 1065

An elven diplomat is here. Hopefully he's here well in advance of the traders, our depot still isn't finished. I shall tell him where to shove his deals on not cutting down trees - we need an ever-greater supply of barrels, bins, pipes and corkscrews.

Later that day:

The caravan has joined the diplomat. They're carrying wood. I sense a strict quota on tree-felling might be among the diplomat's plans... apparently, they're complaining about a lack of a trade depot. We are technically working on it, but a mason on architecture duty is first clearing the site from all the junk that was left lying around in the old one. It may be some time...

17th Granite, 1065

A goblin snatcher has been spotted - dangling in a cage to the south of the outer wall. I've ordered it added to our arena cages... I've no idea what we're going to do with all of these blasted creatures.

The mason is still clearing the site for the new Trade Depot, poor bastard. There's still tons of crap there... like a Steel harp. Why on earth do we have a steel harp? Or a toy axe? Or so many anvils?

19th Granite, 1065

As expected, the elves offered us a 100 tree limit in return for... their good will. I got the new Duke to tell them to go and find someone else to impose arbitrary limits on. Its so much better to get these things blamed on other people.

Later that day:

Oh brilliant. Two dwarves have gone out to deal with the goblin snatcher in the cage trap - one to reload the trap, one to bring the cage to the arena. One of them is carrying a baby. What do you think they found, on their way to do their jobs? Yep. Another snatcher. Fortunately, when the two dwarves were activated into the military, while not managing to kill the goblin, they did manage to chase it in

to another cage trap.

We might need a bigger arena at this rate.

23rd Granite, 1065

Damn. A kidnapper has made off with a child. Fortunately not one of mine, but I think we need more security... sadly that's a little difficult to organise out in the wilderness. I'll have to think of something.

24th Granite, 1065

A dwarf has been interrupted by an elephant whilst trying to load a cage trap. Where's Endok when you need him?

I need more large gems.

26th Granite, 1065

An ambush. Blasted goblins. They were spotted by the second chap trying to reload the southern cage trap. I'm ordering the melee squad on duty to go and pound some sense into the goblins, kill-or-cure style.

We lost the mechanic who spotted the goblins. Damn. Meanwhile they're busy butchering cows and camels that were following the mechanic, rather than assaulting the main entrance - a handy distraction allowing my Champions to get to them before they kill another dwarf.

It appears that the Champions are cheating at the new game of how-far-can-we-smash-the-goblin. Thob just sent a goblin wrestler flying through the air, only for Unib to "accidentally" get in the way of the airborne corpse. It was only a little way in front of a hill that would have obstructed it anyway, but I feel we need some rules in place to ensure fairness. Also I think we need to clarify how much of the goblin needs to be flying for it to count - Unib is really getting some good altitude and distance on goblin chunks, but I don't feel that should count on the main leaderboard.

The battle is over, after Thob splattered the last macegoblin against a nearby hill. I'm keeping them on duty for now, though, until some of the mess is cleared up and the cage traps reloaded.

Meanwhile, our platinum Trade Depot is finished. Shiny. The Elves are on their way, we need to dump some stuff in it to sell...

1st Slate, 1065

We've struck Cobaltite. I'm poking my maul traps to find out why they're not hitting the miners who come to tell me this.

2nd Slate, 1065

I woke up with a headache and a large bruise on my head. The traps are working again. I need a new helmet.

Later that day:

We've struck Fire Opal. I'm not buying this miner a new helmet.

9th Slate, 1065

We've traded with the Elves. We bought cages, barrels, booze, food, wood, bags, seeds, everything they had that was of any use to us. I let them keep their oversized clothing, and wooden weapons that won't hurt your target unless they get a splinter.

I've also stood down the melee squad. The landscape is mostly clear of junk now, aside from a few stray pieces, and of course bloodstains splattered everywhere.

15th Slate, 1065

I'm trying to please the King Consort by engraving his tomb to bring it up to a "Royal" standard, but its not easy. Even with plenty of masterwork engravings, it remains stubbornly at "Grand" standard. I've ordered all of it engraved, and if that doesn't work it'll be time for some stupidly valuable statues to be made from whatever metals we have lying around in large quantities (probably gold).

16th Slate, 1065

Migrants have arrived!

A Lye Maker (a Liar would have been more useful - I've put him on Masonry);
A Herbalist;
A Mason;
A Blacksmith;
An animal dissector (I want none of that nonsense in my fortress - you're a farmer now);
A Peasant.

That's all. Enough to keep us ticking over, anyway. Meanwhile, the King Consort is finally happy with his tomb, but has declined to immediately occupy it. I shall start work on the Abbey immediately.

20th Slate, 1065

I note with pleasure that someone has made one of the large gems I demanded. While they're working on the other one, they can make me a crossbow too.

23rd Slate, 1065

We have struck Pipe Opal. If they can cut a large gem out of it, fine. If not, there'll be trouble. Especially now we've struck Brown Zircon too.

2nd Felsite, 1065

One of the War dogs chained as guards at the entrance has died - of old age. Given that most of our casualties are to the unceasing waves of goblins assaulting us, this makes a nice change. In memory of the guard dog who so loyally protected our gates, I'll have his bones made into bolts for our marksdwarves to train with.

16th Felsite, 1065

A quiet fortnight is ended with the possession of a stoneworker. As if we don't already have a stupid amount of valuable trade goods lying around this place, now we'll probably get something new and useless that we can't even sell.

18th Felsite, 1065

The Duchess Consort has mandated the construction of certain goods. No change there then. Amazingly, though, she only wants a few bucklers, made out of anything that comes to hand. That's so amazingly reasonable, I might actually do it. Not out of bonobo leather though. I'm saving that for our lovely Tax Collector...

1st Hematite, 1065

Summer has arrived, and things are going smoothly. The underground farms seem to be getting left fallow by our planters, who are busy growing stuff out in the open air, but given our vast oversupply of food I don't see that as an issue. Reactivating it would be as simple as telling all our Planters to just farm the fields for a while (those that aren't now employed in the military). Our possessed stoneworker still hasn't gathered all he needs, but its looking awful already. Three lumps of mica, a cave lobster shell, a turtle shell, some rope reed cloth, a gold bar, some cave spider silk cloth, and some elephant leather have been gathered so far - that many things are always a sign of bad taste.

Later that day:

Perhaps my comments have been passed on. One last scrap of leather (cow this time) and our stoneworker has begun his work.

4th Hematite, 1065

Zutshoshstinthad, a mica idol. All crafts dwarfship is of the highest quality. It is encrusted with mica, decorated with turtle shell and rope reed, and encircled with bands of mica. This object is adorned with hanging rings of cave spider silk and menaces with spikes of mica, cave lobster shell, elephant leather and cow leather. On the item is an image of dwarves in gold. The dwarves are travelling. This artwork relates to the foundation of Abbeyverse by The Ordered Board of The Rag Of Suns in the early spring of 1051.

Sounds hideous. I don't want to go and have a look at it; I'll send someone else like the Duke for an official celebration of its construction.

10th Hematite, 1065

A human diplomat has arrived - far to the northeast, on the south bank. Maybe we can make some sort of trade deal if he actually makes it here past all the hostile animals...

11th Hematite, 1065

Speaking of hostiles... a vile force of darkness has arrived. We're under siege, again, and this time the cook is annoyingly not going save the day. So I guess we'll have to get the military to do it. I hope the marksdwarves we have are good enough.

We have two groups of goblins to the northwest, one to the southwest, and one to the northeast, on the south side of the river, all cavalry. I've ordered the north gate closed with immediate effect, and one group of marksdwarves onto the Bridge. From there they should be able to rain bolts upon the goblin invaders, none of whom have bows (so the Abbey area is safe).

The southern groups are more of a problem, having a bowgoblin or two. The main gate is staying open, but I've ordered the other marksdwarf squad and our melee squad to assemble there. We'll bottle them up and massacre them there, then turn and deal with the northern menace.

12th Hematite, 1065

The north gate is closed, and our Strike Team is assembling by the main gate. We're not ready yet, but we're getting there. The human diplomat is making a run for it around the south part of the outer wall - he ought to make it in time, but I'd rather have a Diplomatic Incident than have my plan go off half-cocked.

Diplomatic incident confirmed. The poor blighter got swarmed by the goblin cavalry sweeping up from the southwest, surrounded and torn apart in front of a beautiful mahogany tree. Such a sad incident. I like a nice piece of mahogany, and cleaning all the blood off it will take ages - especially if we can't get there soon, and the blood stains the wood.

You'll pay for this, you goblin bastards.

The goblins have been milling around their kill for a while, crowing over their victory, before finally grouping together and charging for entrance. Laugh it up, guys, while you were messing around we got a Swordsdwarf, two marksdwarves and a Wrestler to bolster our main gate defences (of two Champions and two marksdwarves) so I rather fancy our chances.

Well, apart from the chances of the Peasant and Mechanic that ran out to gather the human chunks. They're probably toast, even though the items are now forbidden.

There's a goblin marksman outside the entrance. Sod the plan of waiting for them. CHARGE! Oh, and make me a large gem while you're at it.

The battle against Group One is brief but bloody. Extremely bloody. That's one hell of a mess they've made outside the front gate. I thought hammerdwarves were meant to be cleaner... never mind. Our only casualties were the sniffer dogs at the entrance, and one now wounded Peasant who went out to pick up goblin chunks.

Now we charge the second group, the ones who came in chasing the diplomat. That'll secure the south bank, and then we can turn and deal with the northern menace.

The plan was to wait by the cage traps, and use them to thin the numbers a bit but Unib is charging straight at the goblins while Thob actually follows the plan, and the rest of the squad are either eating, sleeping, or so far behind that they'll never reach the goblins in time to join in. The marksdwarves are similarly useless, having failed to redeploy in time. It looks like this is going to be sorted the old fashioned way. Hammer Time!

Well, technically Unib is an axedwarf, but its the same basic principle.

There is a stain on the landscape. Goblin blood covers the land. The berries that grow there next year will be rich, but oh so poisonous. Unib charged into the goblin squad with such fury that he smashed straight through them, and after picking off the stragglers at the back, the bulk of the squad fled. Straight towards Thob. A few stragglers escaped, but not enough left to be called a unit.

The south side of the river is secure now. There are bodies in the moat, their blood running out to stain the river red. The goblins on the north side have made camp, waiting for us to open our gates. I'm ordering every living dwarf (who's in the military and not busy sleeping, or drinking, or nipping off to grab a *Dwarven sugar roast* while they're hot, or deciding that they just *have* to go and pick up some of the goblin bits or clothing and armour that doesn't fit) to mass on the bridge, before I open the gate. We end this here.

Our Champions are at the gate, Axe Lord and Swordsdwarf approaching, and marksdwarves swarming to their positions. It'll take the goblins a few minutes to get here anyway. We're ready. Open the gates!

They've seen us. They're coming. One marksdwarf decides that this is the perfect time to nip off for lunch. Fine. We can manage without him. I would not wish one marksdwarf more! The fewer dwarves, the greater share of honour! The smaller the squad that fights off the goblin hordes from the north, the less competition I get when looting the corpses, looking for any large gems they happen to have brought with them. For today is St. Bomrek's Day, and any dwarf who survives this day, and returns safely to the fortress, shall henceforth stand tall as a man when this day comes again, and proclaim that he was here. That he fought the goblin hordes as they swarmed up from the south. That he crossed the bridge, weapon held high, and as the gates opened charged upon the northern horde, the goblin invaders, that band of buggers. And all who hide in the safety of the fortress shall feel themselves cursed, that they missed out on this opportunity to murder and steal from the raiders from the north, on this, St. Bomrek's Day! Charge!

The day is ours. The goblin hordes flee - rather fortuitously, as Udib, leader of the melee squad, has declared that he's rather tired and would rather sleep than kill goblins - and this has resulted in everyone abandoning their posts and nipping off on their own errands. Our gates are unprotected, but the goblins care not. I feel the military have earned this rest, and have stood the squads down for now.

Hopefully they'll get the hint and go and get drunk while I check the corpses for valuables.

25th Hematite, 1065

Not a damned thing of value... other than unwearable clothing that we can flog to idiots, and a few weapons. I've ordered it all brought in by others; there's nothing out there that's worth me bothering with. I've also replaced the sniffer dogs at the gates - amazingly, not all of them were killed, so that's only three more war dogs to find. As per usual, to honour their sacrifice for the fortress, we'll turn their bones into bolts and shoot them at goblins and archery targets. Same deal the goblins get, actually, though somehow for us to do it to them makes it the ultimate insult rather than honouring a dead pet.

I don't understand the military mind. I'm just going to focus on civilian affairs for a bit and hope that we don't get any more goblins for a while. At least we didn't get any prisoners; the arena is already densely packed with cages, and we can't fit many more in...

27th Hematite, 1065

What? Apparently, no-one even considered making the journey to such a death trap as our fortress. This makes no sense. The only deaths since the last wave of immigrants have been a stupid human, a few war dogs, and a double handful of goblins and their beak dogs. That can't count - it just means that we have a ruthlessly efficient military!

In other news, it appears we should have two competitions for the military. One for hammerdwarves, for the furthest a goblin can be knocked flying (with a two yard bonus if the goblin explodes on impact) and a second, for dwarves using bladed weapons, for the highest altitude a chunk or body part can be sent flying. This second one was inspired by a brief visit to the North Gate to supervise the cleanup operation, where I spotted some goblin limbs hanging from the trees. They'll be a hell of a job to get down... I think I'll just leave them there. If they last until the winter, they'll look very festive.

11th Malachite, 1065

Much of the ground floor of the Abbey is complete. I shall wait until more of the goblin junk has been gathered before designating a new load of construction, however - and possibly for a bit more work on the tower of pumps for The Weather Project.

Some of the goblins are beginning to rot nicely into raw materials for ammunition, and the beak dogs that are still reasonably fresh are being butchered into meat, fat and leather. However, it appears that some of our citizens are wearing little more than rags, so I've ordered more clothes to be made. Hopefully we have enough dyed cloth now.

16th Malachite, 1065

In order to occupy the engravers, I've ordered the corridor outside my rooms (and, coincidentally, those of our lovely Tax Collector) engraved with suitable images. I've asked them to focus on images of goblins, so I can enjoy stomping over them in mud, blood and vomit covered boots - before ordering some peasant to clean it all up, obviously.

Also our miners are starting to become unoccupied. I could order them to dig out some giant nodes of coloured stone, or something... or I could try and get them to dig out something useful, like a new dining room. I'll get some new spaces dug out in the surface layers while I have their attention, before designating a new strip-mining project in order to keep them out of my hair for a while.

17th Malachite, 1065

The images being engraved seem to feature a lot of images of a chap called "Keldor" being elected to leadership of the fortress. I'm not sure I like that. Where are all the images of ME?

24th Malachite, 1065

Now the Duke wants bucklers. Why can't everyone like big, useful shields, instead? Or wooden barrels? Or bone crossbow bolts? Never mind, I'll have his blasted bucklers made.

8th Galena, 1065

We've got a couple of handy new spaces for stockpiles and an unnecessarily large dining room... while they're getting smoothed and engraved, I shall designate a new strip mining project to keep the miners busy. I think they're getting vertigo, this close to the surface.

Mining designation complete. One level below the previous project. There are a few existing tunnels but they'll merely be used for access to the new digging areas. As per usual, every part of the rock will be exposed, and anything valuable will be dug out for use in... well, I don't quite know what, yet, but that's not the point.

OOC: Slowing from a regular 14 FPS to 10. I smell goblins... or possibly someone going slightly over the top on mining designations...

10th Galena, 1065

The Tax Collector has just decided that she owns a narrow bonobo leather robe that was lying outside the main gate, carelessly dropped by its former owner. It'll never fit her. Does she *have* to claim every single item in the fortress that was ever made from bonobo leather? It isn't as if she even likes bonobos!

13th Galena, 1065

Microcline. Fire opals. I'm now regretting telling the bastards to dig in the first place.

14th Galena, 1065

Bah. The Duchess Consort wants Adamantine items. I tried telling her... she's unhappy already though. I might need to speed up work on that Abbey to the god of suicide...

1st Limestone, 1065

Autumn is here, and we've struck a load more stuff in the mining project - gems, gold, cobaltite, tetrahedrite, that sort of thing. It appears to be going well. Work is beginning on the second level of the Abbey - slowly but surely, it is rising from the ground - rather the opposite of what Rakust's devotees will be doing from it. The Tower has more ironwork in place at the top, the pump tower is growing upwards, and all seems to be going well. Hopefully we can get a bit more work done in the rest of the year, without any more goblin onslaughts.

"OOC: Yeesh, 10FPS! What have you guys been building? This thing is slower than the Civil Service! It picks up to 14FPS later, but still..."

But still? BUT STILL?!

Thats a 40% increase in performance, no civil service could do that! :P

I do think it is the mining levels - on my turn it was chuggin along at 15fps pretty much constantly EXCEPT for when I did a bit of digging in the lower mines for the sunken chambers to drain out into. That sank the fps to sub-10 until it was done.

"Diplomatic incident confirmed. The poor blighter got swarmed by the goblin cavalry sweeping up from the southwest, surrounded and torn apart in front of a beautiful mahogany tree. Such a sad incident. I like a nice piece of mahogany, and cleaning all the blood off it will take ages - especially if we can't get there soon, and the blood stains the wood."

:D :D :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 19, 2008, 08:53:37 pm**

I would have thought that Jools would be happy to hear about the discovery of more gems. I mean, finding more gems means more large jewels for his study. Like his late cousin, twice removed, "Jools" is aptly named. XD

Oh yes, you *do* remember Keldor, right? He was that legendary planter who helped convince you to build hammer traps in your quarters.

You know, if you mined out that magnitite pocket, it would be the perfect place for the carp pool at the bottom of the pit. The pit shouldn't be too deep, or else the congregation won't be able to witness the devout's sacrifice properly. It's best that the occasional dwarf chunk fly up out of the pit to land amongst the congregation, that they see the glory that is Rakust.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **December 20, 2008, 07:55:40 am**

I suppose that the carp are going at the bottom.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **December 23, 2008, 04:29:49 am**

Maggarg peeps curiously into the empty thread.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 23, 2008, 09:14:46 am**

For what it's worth, I think we all prefer lots of small updates to a few occasional large updates. They're funner to read that way in any case. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **December 25, 2008, 03:49:33 am**

It's been nearly a week!
I still think we should wait actually.
It *is* christmas.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **December 28, 2008, 12:17:53 pm**

Still alive, Jools?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 29, 2008, 03:45:11 am**

Did you know? Excessive poking of certain Duke Consorts results in tantruming, booby-trapped bedrooms, and mandates for large gems!
;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 01, 2009, 10:19:29 pm**

Pokes Jools

It's been nearly two weeks. If Jools doesn't post some sort of update soon, we'll have to skip him.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **January 03, 2009, 07:00:05 am**

Sorry - haven't had time to get to this for the last couple of weeks, but now I have a weekend to finish it off. Let the carnage begin
continue!

Requests for the updates to be broken into more chunks and the magnetite mined out for a carp pit are duly noted. Though it might be a while before the miners get around to digging anything close to the surface.

<edit>
Oh now you have to be joking. I'm less than a month in and besieged by goblins again. Twice in two months? That's just not right.
</edit>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **January 03, 2009, 11:16:42 am**

1st Limestone, 1065

Brown zircon. Also there's a caged elephant in the traps just south of the outer wall. I've asked Endok to look after the poor little thing.

Lots of Brown zircon is being found. I'm ordering the gem cutters to step up their operations.

And now fire opals. A nice contrast.

Meanwhile, we must celebrate - we have another Champion! Our former Axe Lord has advanced in skill enough to be recognised as a deadly fighting force, more fearsome than a school of carp.

2nd Limestone, 1065

Orthoclase, microcline. We're doing lots of digging.

4th Limestone, 1065

More native gold has been found, as if we weren't rich enough already. Meanwhile the Duke has decided that he now owns a large rope reed shoe that he found lying outside. I think it used to belong to the human diplomat. I won't be arguing with him, but have suggested that he might prefer shoes that will actually fit him... especially given that he likes neither shoes or rope reed.

5th Limestone, 1065

I should have kept my big mouth shut about the Duke getting things he likes. Now he wants a pair of Lay Pewter items. Fortunately we have a little - I'll try and fast-track it in the forges.

6th Limestone, 1065

We have 405 skull totems, including 106 made from goblin skulls. Maybe we should build some sort of display for them, around the outer walls or by the Abbey or something. It might mean we don't have to bother with fighting so much.

7th Limestone, 1065

We had a Brewer doing mining duties. A Professional Brewer, no less. Why wasn't he making me some nice ale? Regardless, he's now off the mining job and has gone into a strange mood.

10th Limestone, 1065

Our moody Brewer has claimed a Mason's workshop in the Tower. Why couldn't he have made me an artifact pint of Longland beer instead?

Meanwhile, a caravan arrives. Given it normally gets accompanied by thieves or kidnappers or something, I shall put some marksdwarves on duty, and get someone to lug a few tons of useless goblin junk to the depot for trading.

I notice the Duke's mandate for Lay Pewter items has been met (from the fact that he's no longer grumbling about it). Also Kazari has now become more talented at organising things than operating siege engines, so she's had a change of title. Somehow "Administrator" is far more menacing than "Siege Operator".

14th Limestone, 1065

I've ordered a giant room excavated next to the giant new dining room that is currently being smoothed - this will be for storage of all our prepared meals - no raw food, that can be kept near the kitchens.

16th Limestone, 1065

Amazingly, our trader was waiting right by the depot, ready to trade with the merchants, not asleep or eating or drinking or conducting a meeting. I don't know what's wrong with him.

Saying that, I just asked him to begin negotiations when he decided he'd rather go and eat instead. Normal service is resumed.

In better news, we now have a Master Cook preparing lavish meals.

Later that day:

Oh now you have to be kidding. Another vile force of darkness has arrived. It can't have been more than a month and a half since the last one. One group to the southwest with some bowgoblins in, plus one group to the east, one to the north, and one to the west all without ranged weapons. We've got a lot of people outside the walls, gathering crap from last time. There might be casualties.

The plan is the same one that worked so well last time - close the north gate, fight the southern menace, charge across the bridge to engage the goblins to the north, and then go home for tea. How hard can it be?

Battle Report, 17th-22nd Limestone 1065

The northern goblins are racing for the bridge, as the Hammerer races for the lever to close it. Its a close one, and were it not for a brave War dog sacrificing its life to slow the goblin advance, one we would have lost. The war dogs tethered by the entrance to sniff out kobolds and thieves were being torn apart as the bridge raised - and we have a stray Furnace Operator out there, who will almost certainly be killed. However, we are for the moment safe from that group of goblins, and so may turn our full attention to the western, south western and eastern goblin hordes.

With the crossbow goblins from the southwest and some macegoblins from the west bearing down on the main gate, Thob, Champion, leader of the only melee squad, decides to go off-duty and eat. With the rest of his squad for company, as no dwarf likes dining alone. I've had to do a bit of emergency re-assigning, and put Unib in charge of the squad for now. Its not a bad turnout - even with Thob gone, 13 of our 18-strong military have shown up for the fight.

I tell a lie. We're down to 6 after Ushrir, leader of one of the marksdwarf squads, does exactly what Thob just did. Kib is now in charge of that squad. Meanwhile the Duke has dropped by - I thought to wish me luck, but no, he wants more Lay Pewter items. Doesn't he know there's a war on?

We're engaged in battle. Marksdwarves and bowgoblins swapping bolts at the main gate, while Unib alone charges and kills goblin and beak dog alike. One, now two marksdwarves are down, and many bowgoblins remain. Things look bleak. On the other hand, we've struck more cobaltite and our moody Brewer is making something with rock salt, turtle shell, highwood and palm logs, beak dog bones, zinc bars, beak dog leather, and cave spider silk cloth. Hopefully it'll turn into something useful, like a throne or a table for our new dining room.

Five marksdwarves down now. Unib, the only non-marksdwarf who was willing to fight at the main gate, decided he wanted to run off to the border (around a squad of macegoblins) before coming back to fight. This is more than mildly annoying, as he was about the only one who could stand up to bowgoblins without getting immediately hurt or killed.

The bowgoblins at the gate seem to be fleeing - handy, as we're down to three marksdwarves holding it. Unib is running around wildly, macegoblins trailing behind him, whacking anything he comes across with his axe but not turning and fighting the mob that follows him. Some of the Guard and Royal Guard are heading to the gate as reinforcements.

A Peasant, out for a walk by the southern part of the outer wall, has uncovered a kobold thief. Just this once, I think we might let it run away instead of trying to hunt it down - we're a little busy.

Good news! The Guards who came to help at the main gate are both Champions with warhammers. Bad news - they're in danger of beating our regular military in the how-far-can-we-hit-a-goblin game, and are far and away the winners on hitting beak dogs into objects so hard that they explode. Meanwhile, the macegoblins have all run away, but some of the bowgoblins who ran away have re-formed and are attacking again. I've asked Unib to deal with this, but whether he does or not is anyone's guess right now.

Finally the siege is broken. All remaining goblins have fled or are fleeing. The group to the north has run without even being engaged in battle - apart from a couple of war dogs and a single weapon trap that's splattered a couple of them at least. The eastern group took one look at Unib, charging towards them with the blood of sixty-two named foes and forty-five others on his axe (yet only three small dwarf

blood splatters on his own clothing) and fled. The macegoblins and bowgoblins in the west were mostly slaughtered by Unib and his axe.

Her axe. Oooops. I really should have checked that. I hope Unib doesn't take offense easily...

Summary: Five marksdwarves and dresdor were killed (he got caught outside picking something up), along with half a dozen war dogs. In return we've killed lots of beak dogs and goblins, and have three caged beak dogs and a lot of mess to clear up. Hopefully this time we can actually clear it all up before the next siege arrives.

I've stationed our last, mostly intact squad of marksdwarves on the bridge as I open the northern gate, just in case anything else is out there. Once it seems clear, I'll take them off duty and train them with hammers - that last battle has shown that while our marksdwarves are deadly, they need practice with shields and dodging things, to help them stay alive.

26th Limestone, 1065

The Duchess Consort has a new demand. An adamantine door in her tomb. And she's unhappy already. I suspect she'll be using her tomb before long... and the Abbey to Rakust isn't ready for her yet!

28th Limestone, 1065

In all this excitement I almost forgot to trade with the caravan from the Mountainhomes. I bought all their metal, wood, their cheaper silk ropes, all their cages (plenty of donkeys inside), all their barrels (some booze, some poisons), a steel war hammer, a couple of steel helmets, all their bags (with some flour, sugar, spawn dye and so on), all their large gems, and all their meat, fish, plump helmets, thread and cheese. I sold a load of narrow junk, mostly leather, and a load of totems - including a nice hydra skull one that I'm surprised the Hammerer didn't swipe.

1st Sandstone, 1065

Unib is now even more experienced. Legendary with an axe, with a shield, with her armour and also an adept wrestler. Remind me not to call her "him" again.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **January 03, 2009, 01:20:54 pm**

5th Sandstone, 1065

One of our marksdwarves, after seeing most of his squadmates killed, is throwing a tantrum. Fortunately a member of the Guard is nearby... and our marksdwarf is now peacefully unconscious and bleeding from most of his internal organs, arms, shoulders, fingers and so on. This isn't enough for our over-zealous guard, who proceeds to bash the unconscious soldier around the dining room until he bleeds to death. There's blood everywhere now. And who's going to clean that up, eh? With tons of meat in the depot to be cooked, dozens of dead goblins and beak dogs outside, in hundreds of pieces, to be brought in with all their stuff, and an Abbey to build, and now we've got this job as well. Great. That's all I need.

11th Sandstone, 1065

The great cleanup continues... but meanwhile, one of our marksdwarves is occasionally tantrumming (understandably, now that all his squadmates are dead). He's hanging out in the tomb to cheer himself up. Hopefully it'll cheer him up and he'll go back to training.

14th Sandstone, 1065

Our Swords dwarf is now a Swordmaster. I feel obliged to insult him. Onul - how appropriate! You fight like a cow!

In other news I shall rearrange the military a tad to replace losses. Hopefully some new friends will inspire our depressed marksdwarf to cheer up and use his experience to teach the new recruits, rather than sulking in the tombs. I've activated a Milker, a Lye Maker, a Peasant and a Herbalist to replace some of our dead.

19th Sandstone, 1065

Another war dog has died - this time of old age. It makes a nice change from death by goblin swarm.

23rd Sandstone, 1065

The Duke's insatiable desire for lay pewter trinkets continues unabated. He wants more, every month. Meanwhile, our tantrumming marksdwarf is safely in prison. Hopefully his new squadmates can cheer him up before he's released.

If not, then we should have four people nearby with loaded crossbows should he tantrum again.

In all the excitement, I missed out on reporting the construction of an artifact. A rock salt throne, with Highwood, pine and beak dog leather decorations, bands of rock salt, rings of turtle shell and cave spider silk, an image of the founding of Abbeyverse in beak dog bone, and an image of a wave in zinc. A bit gaudy but quite nice. I shall have it placed in the dining room as soon as it is smoothed.

25th Sandstone, 1065

Migrants! Some have come, despite knowing this may be their tomb. We have:

- A Metalsmith (his squad name is "The Mechanical Loves"...)
A Brewer
A Miner (We have enough skilled miners and his squad is called "The Scholars of Shooting" so he's a marksdwarf now)
A Crafts dwarf (wood, glass and stone)
A Peasant (We're short one guard, with these new arrivals, so... welcome to the fortress guard!)

26th Sandstone, 1065

Despite buying all the tower cap logs the merchants brought, we're out of wood. I've ordered some deforestation, and charcoal production to be resumed once the timber is brought in. I hope the elves aren't watching.

3rd Timber, 1065

Charcoal production resumed now we have trees chopped down. I've ordered more trees felled.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **January 03, 2009, 05:19:55 pm**

10th Timber, 1065

The Duchess wants bucklers, as well as adamantine items and that adamantine door in her tomb. I'll sort the bucklers, the rest she won't be getting.

17th Timber, 1065

I must have some more clothes made - there are dwarves running around naked here, like a Fish Cleaner I just spotted. Naked, that is, but for a covering of mud, blood or vomit on pretty much every part of her body.

22nd Timber, 1065

Apparently we've run out of tiger iron gems to cut, so I've set our gem cutters to work on the huge supply of brown zircon. Obviously the intention is to get large gems out of it, but we're not always successful, and so end up with mountains of small cut gems. Some day we really ought to begin encrusting things with them...

26th Timber, 1065

The unhappy marksdwarf is tantrumming again, down in the tombs where he can't break anything. I hope he cheers up soon, I want his squad well-trained by the time the next goblin horde comes. The other marksdwarf squad is still practicing with hammers, shields and armour.

1st Moonstone, 1065

Winter is upon us, and we're still clearing up the multiple messes left by two goblin sieges. Plus the Abbey and the pump tower. And the mining. Not that they're messes, of course. Yet.

3rd Moonstone, 1065

The tantrumming marksdwarf finally went over the edge and went berserk. Now there's a bunch of pretty raw recruits as our only marksdwarf squad armed with bows. And, of course, an insane marksdwarf on the loose. I'll let the Guards deal with this one, if the new recruits who were hanging out with the berserker can't finish him off... which they've managed, but one of them is in a pretty bad way... and has just bled to death.

Hey you, Peasant! Welcome to the military! Have a free crossbow and armour - don't mind the blood, it'll just peel straight off when it's dry!

10th Moonstone, 1065

The blood of goblins, beak dogs and dwarves outside the main gate has gone, washed away by the rain. Sic transit ferinus bellum or something.

17th Moonstone, 1065

Goden, our Deputy Trader, has been elected Mayor in the absence of the unfortunately-torn-apart-by-a-goblin-horde dresdor. I'm assigning him rooms in accordance with his new status - i.e. dresdor's old quarters.

We're also running short of iron, since I ordered some new plate mail forged, so I've twiddled the smelter settings to prioritise iron over gold.

21st Moonstone, 1065

Endok must be getting soft in his old age. He just got interrupted by an elephant when trying to load a cage trap.

4th Opal, 1065

Still trying to clear all the goblin junk from outside the gates. Not that I'm complaining, but couldn't we make some agreement with them whereby they dump all their stuff in the relevant stockpiles before dying neatly in the refuse pile?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **January 03, 2009, 08:40:45 pm**

7th Opal, 1065

Someone's shot a harmless little milkfish in the middle of the river. Who knew that such a tiny creature could contain so much blood?

13th Opal, 1065

Oh now this really does take the biscuit. Endok Monangbesmar, Elephant Tamer, has cancelled his task of taming an elephant because he has been interrupted - by an elephant. You'd think he could just deal with it, wouldn't you?

24th Opal, 1065

I think this place could do with brightening up a bit, have some more varied metals around. A few billion goblets or something would look nice.

What do you mean you're busy making plate mail and lay pewter crap for the Duke? This is a *priority*!

Later that day:

Endok's been foiled by that elephant again, interrupted while trying to train an elephant. Maybe I should send some marksdwarves out to escort him.

2nd Obsidian, 1065

The pump tower is nearing completion. Now all I need to do is remember what it was I planned to do with it.

Oh yes. Giant rain system to unleash watery death on our goblin foes. That was it. So much still to do, so little time to do it...

12th Obsidian, 1065

Some metalsmith just got Hammered for violating the Duchess Consort's construction order for adamantine. I bribed the Hammerer to go easy and only break the poor bastard's arm or something... so now the metalsmith is sitting in jail, cancelling tasks every couple of minutes because he's too injured.

I'm beginning to wish I'd asked the Hammerer to hit the head instead at this point.

13th Obsidian, 1065

Some mistake during construction of the pump tower led to a piece of floor being supported by... nothing whatsoever, and plunging 17 levels to hit the fortress below. Fortunately nothing valuable was underneath, and it made a nice spectacle as it crashed down from far above. Unfortunately, it was accompanied by a Mason, who is now very dead.

I've ordered the builders to be more careful when constructing things at high altitudes, and not to overreach themselves. Also if they fall, to try and avoid hitting anything important.

22nd Obsidian, 1065

I'm enhancing the pump tower with a Control Room at the top. So far all it has is a lever that controls the floodgates allowing water to flow out at the top level from the tower, but I'm sure more systems will be added once they're built.

Its also a lovely high spot with a beautiful view across the landscape, so I'm building some nice windows to keep the weather out. Having no glass, I've used gems instead. They give the view a lovely red tint, as if the landscape is already bloodsoaked.

1st Granite, 1065

My year is up, and there still seems so much left to do. I blame the goblins. Had we not seen two sieges, perhaps I could have really achieved something rather than having the workers here spend all their time gathering narrow giant cave spider silk socks and narrow giant toad leather loincloths. Still, we have some work on the Abbey done, many more minerals uncovered, the Pump Tower complete, and not too many casualties. It could have been worse...

<edit>

DFFD is running as swiftly and smoothly as the M25 in a rush hour with a contraflow. I'll try and upload the save later today.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **January 04, 2009, 05:46:00 am**

Save (http://dffd.wimbli.com/file.php?id=780)

Map (http://mkv25.net/dfma/map-4289-abbeyverse)

Sorry I took so long over this - my life is still a bit too busy for DF for a while, so leave me out of the rotation for a bit. It isn't fair on everyone else for me to hog this place for so long.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 04, 2009, 09:13:24 am**

Your turn didn't really last any longer overall that the typical turn - it was the complete silence for 2 weeks that had us worried. ;)

Anyway, nice job getting Endok interrupted from training elephants by elephants. I bet he simple ran off to spread the good news that he had sighted another elephant, forgetting what he was doing.

Oh yes, and it's bad etiquette to kill off people's dwarves right before their turn. Poor Dresdor will have to possess some other dwarf now.;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 05, 2009, 04:28:39 am**

Oof, Dresdor killed by goblins. :O

One by one, everyone is dying. Still, at least we got some migrants this time!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **January 05, 2009, 04:32:51 am**

I really didn't mean to kill dresdor. I thought everything would be safe for a while after the first goblin siege, so unforbade everything outside and sent my merry little minions to go and gather all the goblin goods for trading purposes - and dresdor just happened to be caught outside, too close to the second wave of goblins.

Still, there is a mildly pleasing synchronicity to the thing that almost borders on predestination, after the accident resulting in the drowning of my first dwarf.

I fully expect a tide of vengeance to be unleashed on me - possibly revolving around the forbidding/dumping of all my large gems...

As for Endok's elephant trouble, it might be eased by expanding the animal stockpiles so that untrained elephants are kept there, instead of out in the wilderness, on top of the cage trap they were caught in. I did try and ease congestion by putting all the goblin cages in the arena, but the place filled up again pretty quickly.

Oh, and while most (all? Can't remember) of the original named dwarves are now dead, Endok seems to be going on indestructibly... maybe we should try naming him, see what happens.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 05, 2009, 10:30:20 am**

Is Valter still around? Or did he drown in one of his many adventures off the walls and into the moat? :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **January 05, 2009, 11:12:58 am**

He was alive on my turn.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Jools** on **January 05, 2009, 06:20:24 pm**

<pops up briefly>

Valter, like Maggarg after him, seems to have made the wisest choice so far in picking a miner. With no HFS or chasm, deep in the ground is the safest place to be, for there is only one entrance that's very secure, and given how much we've dug out it would probably take most of a year to flood the mines enough to start killing dwarves...

But then since when did safety have much to do with the life of a dwarf?

Other than Valter and Maggarg the Elder, we have Endok who has been given the nickname 'Endok', 'Kazari' our administrator, 'Jools' the Duke Consort and gem collector, and 'Omega' the Think Tank (Philosopher). Named losses are 'Keldor' Isoscatten, Legendary Planter, 'dresdor' Locuntun, Quartermaster, 'Jools' Dodokkir, Trader, 'Kazindir' Tolunkeskal Emal Savot, Champion, and 'Wulfgar Openthroat' Stizashdeduk, Recruit. That's from about 8 and a half pages of dwarves listed as "deceased".

Not bad going, I think.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 05, 2009, 08:04:47 pm**

Quote from: Jools on January 05, 2009, 06:20:24 pm

'Wulfgar Openthroat' Stizashdeduk, Recruit.

Oops, I wonder when that happened. He was someone who popped intot he thread, asked for a dwarf to be named for him then was never seen again. Likewise his dwarf entered the military as a recruit then also apparently vanished into the swamps, never to be seen again. :o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 05, 2009, 11:08:02 pm**

I just hope that Dresdor shows up for his turn. He last posted on the forums over a month ago. It would be a pity that after all this he didn't come to continue the Dresdor/Jools tragic accident cycle.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **January 06, 2009, 02:40:15 pm**

Quote from: Kazindir on January 05, 2009, 08:04:47 pm

Quote from: Jools on January 05, 2009, 06:20:24 pm

'Wulfgar Openthroat' Stizashdeduk, Recruit.

Oops, I wonder when that happened. He was someone who popped intot he thread, asked for a dwarf to be named for him then was never seen again. Likewise his dwarf entered the military as a recruit then also apparently vanished into the swamps, never to be seen again. :o

That was on my turn.
He got eaten by those alligators in the Bloody Pool, as I remember.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 07, 2009, 06:33:30 am**

Oh dear, so he did actually walk into the swamps and was never seen whole again.

Except by the alligator swarm, I suppose.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 09, 2009, 05:47:38 am**

Has anyone messaged Dresdor?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 10, 2009, 01:35:06 pm**

I did a while ago, but as I said then, he hasn't been seen on the forums since the end of November...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 10, 2009, 02:20:42 pm**

Well, it's been almost a week now, so move onto the next victim IMO. Err, I mean ruler. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 11, 2009, 09:20:09 am**

Aye. It would appear that Dresdor is unable to assume his next term as mayor due to his tragic dismemberment by goblins.

Brendan, it's now your turn!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 16, 2009, 06:03:18 am**

I fear it may be time to declare Brendan dead.

All hail rucksackjack!

Although he's not posted anything for a few weeks either.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 17, 2009, 02:57:18 am**

Aye, I hear that he went in hiding, rather than being sent to govern Kulettögum. Don't know why he'd do that - we have nice warm weather here, and the most wonderful koi ponds. Or at least we would if someone dug them out, filled them and added the koi.

Sending rucksackjack a PM right now.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **rucksackjack** on **January 17, 2009, 03:04:48 am**

Thanks for the PM. Have to go to bed for the night, but will be right on it tomorrow. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 17, 2009, 03:09:32 am**

That was fast! And here we were worrying that you had vanished since you hadn't posted for a while! :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 17, 2009, 07:48:13 am**

Woohoo, migrants have arrived. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **January 20, 2009, 05:12:52 pm**

I was about to start whining again, but I noticed the last post was only 3 days ago.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 20, 2009, 08:27:02 pm**

Yeah, we're waiting on rucksackjack now. After he managed to reply to my announcement that his turn had started within 5 minutes of me posting, no less. ::)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 23, 2009, 05:38:39 am**

Kazari demands a magnetite throne

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **January 24, 2009, 05:10:37 am**

maggarg mandates a stairlift.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 26, 2009, 07:45:21 am**

Bumping for news, updates and justice.

I fear rucksackjack has fallen in the moat. :o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **January 26, 2009, 12:07:30 pm**

Maggarg has complained about young folk recently.
He has complained about stairs recently.
He has complained about the damp recently.
He has complained about people complaining recently.
He has complained about echoes recently.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 26, 2009, 02:28:29 pm**

Aye. I fear that as well. If he doesn't update by Wednesday, we'll have to skip him.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 26, 2009, 02:35:27 pm**

King Consort:

That old coot, what's his name? Maggort? Has been carrying on in the most irritating way. Why, if my sweet tootsie were here, she'd skin him alive herself, nevermind getting her clothes bloody! She was always so beautiful, the blood of the dissentors giving her face so radiant a glow as she gracefully disembowled them. Oh how I wish she were here!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 28, 2009, 12:08:24 pm**

Well, it looks like the last few rulers-to-be have all either died or vanished without a trace. According to the turn roster it looks like I'm next up so I'll have them declared dead and have a crack at the fortress after tea. :)

/edit Except that ddfd seems to be down. >:(

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 28, 2009, 02:54:05 pm**

Looks like it's back up. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **January 28, 2009, 03:06:28 pm**

Quote from: Keldor on January 26, 2009, 02:35:27 pm

King Consort:

That old coot, what's his name? Maggort? Has been carrying on in the most irritating way. Why, if my sweet tootsie were here, she'd skin him alive herself, nevermind getting her clothes bloody! She was always so beautiful, the blood of the dissentors giving her face so radiant a glow as she gracefully disembowled them. Oh how I wish she were here!

Maggarg has complained about royalty today.
Maggarg has had someone mis-pronounce his name today.
Maggarg complained about that as well.
Maggarg has complained about young people today.

Also yey4activity.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 28, 2009, 03:33:35 pm**


Got it now. :)

Quote from: Journal of Kazari Limulkalan

1st Granite, 1066
The last three dwarves selected for Overseership of Kulettögum have met messy ends before they even began their task. Dresdor was killed during a goblin siege mere weeks ago, and both his successor and his successors successor are well overdue but have not been sighted since they headed off into the swamps to reach us. I suspect goblins or worse are to blame.

No one else wants to be Overseer so the job has fallen to the official Adminstrator - in other words, me. Why doesn't anyone want the role? I'm not sure but I'm fairly sure the insane King Consort who keeps muttering about his tootsie, or the Duchess Consort is keeps flying into rages over not having an Adamantine door installed in her tomb have something to do with it.

Some good news though, I'm going shopping!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 28, 2009, 07:34:27 pm**

Grrgrgrggrrgrgggrrgrgfg. <- The sound of my pc trying to run this quickly. :P

There were an awful lot (as in hundreds) of animals milling about freely again so I've ordered them all caged/butchered, which will hopefully help a great deal. I don't really expect the dwarves to get round to doing all that until towards the end of my year though. ;)

Quote

Journal of Kazari Limulkalan

2st Granite, 1066

Duke Consort Jools has decreed that the sale of crossbows is to be prohibited. Fair enough.
As far as I know we weren't planning on selling any anyway, perhaps he is afraid people will use them to fire his large gems away?

3rd Granite
Decided to review the plans for the Abbey today. Discovered that the plans never actually got any further than the foundations, no one seems to know what is supposed to go where above ground. Hmmm.
The hole for sacrifices seems a bit small at least...

4th Granite
Bah. I finally get round to approving some masonry orders then the workshop supervisor tells me the mason has been possessed and has run off. He's claimed one fo the masonry workshops in the great tower.


9th Granite
Maggarg was hit on the head by a falling chunk of rock in the Abbey today. He's fine but has gone for a lie down after moaning at great length about miners today and how in his day collapses were unheard of.

14th Granite
Got trapped in the dining room for 3 hours today by a cow that stood in the doorway and refused to budge.

Also, The elves have arrived, bringing a diplomat with them. I guess he's just going to moan about trees, like he does every year.

I've ordered most of the unattended animals in the fortress to be rounded up and caged until they can be turning into nice pies.

22nd Granite
Goden has bought a pile of elvish booze and there is no sign of that diplomat. After a few days of lengthy meetings we've got some partial plans for the upper levels of the Abbey. Drawn up by a comittee of dwarves chosen by the time honoured tradition of grabbing whoever was in the dining room at the time, they call for an bigger sacrificial/suicide pit, waterfalls and viewing areas with golden bars. Sounds very grand. Maggarg has headed straight off to get digging.



24th Granite
Ambush! A group of goblins have jumped a blacksmith who was looting some of the battle debris beyond the west gate. The guard and on their way but I doubt they'll get there in time to save the blacksmith.

Ashrir and some of the other guards are tearing into the goblins now but the blacksmith and two wardogs have been killed. One of the marksdwarves on her way tot he walls spotted a child snatcher as well, although he'd already managed to get himself caught in a cage trap.

Avuz the mason has reemerged as well. He has created a magnificent is somewhat macabre rocksalt coffin called "Resiltakuth", the Comedic Chasm. Made from rocksalt it os encrusted with fire opal and encircled with bands of rocksalt, lead and pig tail. It is adorned with handing rings of rock salt and menaces with spikes of beak dog bone. Pn the item is three images, on of tower caps in beakdog bone, one of a purring maggot in goblin bones and one of a cacao tree in pig tail.

2nd Slate
A few more child snatchers and thieves have been spotted and chased off. Meanwhile the tax collector has demanded that he simply must have a rope reed bag in his office and Jools has decreed that floodgates shall not be exported, neither for any apparant reason. According to my records, we are currently not allowed to export cages, coins, bucklers, crossbows, floodgates, catapult parts or anything made from either lay pewter, electrum or adamantine.

3rd Slate
Gah, these constant ambushes are causing havoc with the work schedules! Another one today, discovered when they blundered into Endok's elephant traps by the south wall. There were still some of our champions hanging around at the western gate and they gave chase - the goblins quickly decided to leave so only one of them was killed. Even so, everyone felt obliged to down tools and go and gawp at the chase, and now they're running all over the swamps collecting bolts and discarded goblin chainmail!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 29, 2009, 06:32:03 pm**

Quote

Journal of Kazari Limulkalan

12th Slate, 1066
Someone has dumped a huge pile of rotting elephant chunks near the bottom of the main staircase to the living quarters. The smell is terrible and the Hammerer is not happy.

18th Slate
The Pit is looking quite deep now and some of the floors in the great tower have finally been removed for some of the alterations.

Unib found a goblin snatcher on the road west today as well and managed to boot it right over the pond. It was very impressive. According to our records that was her sixty-sixth goblin.

25nd Slate
Endok was running around today excitedly shouting about another elephant he's found.

9th Felsite
The Philosopher Omega has after long contemplation on the bridge decided that certain prices ins the shops need to be adjusted by small but specific amounts.

18th Felsite
We're completely out of logs! Luckily there seem to be a lot of newly grown trees along the road to the west, so I've sent out some of the military to patrol the area and ordered all the trees felled. Vucar, the legendary woodcutter, said he'd get right on it, right after he's finished with his drink, his meeting and possibly a nap.

6th Hematite
A child, Zulban, was taken by a fey mood today and has claimed a craftdwarfs workshop. She's claimed...hmm. Some rough fire opals, 16 elephant bones, crocodile leather, rocksalt, gneiss, and some palm, pine and willow logs.

12th Hematite
I think sunstones will do for the Abbey windows.

14th Hematite
The humans have arrived. I hope they don't get in the way and want to buy lots of food.

Argh, Unib reports that right on their heels is a horde of goblins, mounted on beakdogs! A woodcutter also reports seeing more goblins to the north, so I've ordered the north gate closed. The human caravan guards are fighting a running battle at the rear of the caravan so Unib and her squad have headed off to lend an axe.



The wagons have rolled through the western gate safely but quite a fierce battle is raging behind them between Unib, the remaining human caravan guards and the goblins. A several human merchants are galloping around the trees screaming in terror in their donkeys.



A pair of goblin beakdog riders have chased down one of the merchants and near killed his mule. It looks like he might escape alive though as the goblins have stopped to loot the mule.



15th Hematite
The goblins to the west have been slaughtered with no dwarven losses. The humans lost several guards and possibly a merchant or two and have decided they've had enough. Their wagons have just left the depot again, declaring it was far too dangerous here - I tried to point out that it was a damn sight safer underground in a platinum trade depot, behind 2 walls, the Foe Flusher and the Champions of Kulettogum than it was outside in the swamps with only goblins and carp for company but I don' think the liason was thinking straight.

Meanwhile the northern goblin horde is slowly approaching and the bridge still hasn't been raised. Hopefully the guard will get to the southern side of the bridge before the goblins come over.

A child has just told me her parents cat has died of old age, the first dwarven casualty of this siege.

Diary of Duke Stinthod Keskalm modul

Bloody peasants! The bridge still isn't raised, they've had DAYS to do it! It's like I always say, if you want some done, do it yourself!

Journal of Kazari Limulkalan

Erm, the Duke has just had a fit in the dining room and has gone striding off to close the bridge himself. At least Kib, one of the hammerdwarf squadleaders has made it to the bridge so he should be ok - I don't know where the rest of his squad is though.

Zulban has reappeared today as well, clutching a truly magnificent crown. Morale has soared as word spread, it is a true masterpiece both of crafts dwarfship but it celebrates dwarven might as well, bearing images of great leaders and heroic victories!



The Duke has returned, successful and in a much better mood - apparantly he managed to raide the bridge right before the first goblin crossed it, and their screams of rage have cheered him up no end. The military is massing behind the bridge now - whe they are ready we'll drop the bridge and take revenge for the watchdog they killed. And the childs cat. Maybe even for the humans if they're lucky.



16th Hematite

A whole three of the military have made it to behind the bridge, this may take a while.

In other news, the Duchess Consort has given birth to a baby girl which has guaranteed the Duke will remain happy for at least the rest of the week.

Also laid some new ramps in the Abbey and ordered a couple of floodgates and bucklers made to satisfy some noble demands. However with the siege and the current industrious looting taking place at the west gate I don't expect much to be done right now.

17th Hematite
Unib has got bored of waiting and has gone to bed. A second group of goblin beakdog riders has been spotted over the bridge so I guess we'll be waiting.

Goden Ostathsibrek, the trade (although he insists on calling himself the Deputy Trader still) has been reelected as mayor as well.

18th Hematite
The marksdwarves have discovered that if you're a good enough shot you can just about shoot the goblins from the top arch of the bridge over the river. So while they're waiting for the axedwarf squad to return they're taking potshots at the goblins trying to hide behind the bridge.

Garghdhhhdfsd! More goblins have appeared to the west! All non-military dwarves have been ordered inside and the ones looting the battlfield have been drafted and ordered to come inside NOW. But they might not make it - most of them are peasants but Omega and a few of the more experienced crafts dwarves are out there as well.

19th Hematite
Half of the champions are so exhausted after the last week that they can't be woken. Three of the looters have died and Omega was chased across hald the countryside before the goblins gave up, contenting themselves with killing his cat.

Ashrir has gone berserk, charging the goblin horde by herself, far ahead of the rest of the guards. She's entered a martial trance and has so scared the goblins that they're fleeing - and she is giving chase.



20th Hematite
Ashrir has calmed down and is now stood far along the road to the west, at the first battlefield of the beginning of the week. Most of the goblins have fled, with some killed or dying and one or two chasing a lone human merchant who for some reason is still loitering about.

The merchant as been saved and the goblin chasing him killed. The goblins tot he north have stopped hindng under the bridge and are now wandering aimlessly - hopefully they'll blunder into a trap or two before the military are repositioned.

A kobold thief was discovered by the guards as they moved back to the north bridge, he didn't last long. Also, I've just been told we've lost a masterwork by Inul Tishiserith. What it was or where it went I don't know, but I guess thats why it was lost.

Ah. On checking some records it seems he is a legendary bonecrafter. I guess someone shot a goblin with a masterwork bolt, missed and hit a wall or something. He is mildly irritated by the loss but he's made so many he doesn't really care.

25th Hematite
The siege is finally broken. Half of the goblins north to the bridge have been killed and the rest driven off. several of the champions have been wounded and sent to get some rest but no further deaths at least.



My wonderful Masterpiece! It's been lost!!!

What masterpiece?

I don't know! I just know it's lost! Gone forever! Alas!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 30, 2009, 07:42:36 am**

Our heroic Philosoher has struck an artful pose of despair on the bridge. :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **January 30, 2009, 11:17:12 am**

Sieges aren't whut they was when I were a lad.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 31, 2009, 03:13:36 pm**

Quote

Journal of Kazari Limulkalan

28th Hematite

A section of the flooring in the Great Tower collapsed today. No idea why as no work was supposed to be happening there. The Duke Consort Jools was the only one present and is the only one wounded - nothing serious I think, a bashed leg and a bashed arm but he's unconcious at the moment. One of his pet jaguar cubs was killed unfortunately.

5th Malachite

The Duke requires a lay pewter throne in his bedroom. Luckily we seem to have some lay pewter in stock so that should be easy enough to sort out.

13th Malachite

Inul Tisiserith is create another masterwork bolt to replace the one mysteriously lost during the siege.


The mining works have turned up several new gem clusters - moss agates, fire opals and plume agates. We'll need to make some more windows I think.

4th Galena

Stukas the miner has been struck by a hammer trap!
He tried to tell Jools he'd found some borax.

5th Galena

There is now a nice big golden platform above the pit in the Abbey. The walls are now lines with sunstone windows and the sight is so impressive that even when the sun is shining brightly no one has vomited all over the Abbey for weeks.



18th Galena

Several years ago a colossus called Issha Neltiamec was captured and ever since it's been sitting, caged, behind the Foe Flusher. Endok ensures me it is perfectly secure but I have my doubts - how could a flimsy cacao cage stop a bronze colossus?

I've decided to rehouse it in a cave habitat along one of the waterways to the Abbey. That way it will be kept secure and we can sacrifice some of the many captive goblins to Gembish using the colossus and water from the Abbey which ultimately comes from the rain.

28th Galena

Slight problem with the Abbey, I've lost the plans for the roof and no one seems to know how the flying buttresses are actually supposed to connect with the building and support it. The Duke has demanded some coins and the first lay pewter item anyone spots, which isn't helping.

2nd Limestone

The dwarven caraven is expected soon and if the goblins are still feeling frisky there will be a siege as well. The north bridge has been ordered raised as a precaution, though whether anyone will do it before the Duke geta annoyed and does it himself again is anyones guess.

7th Limestone

Against all expectation, the northern bridge has been raised within a week!
Several cats have been found mysteriously dead.

A series of new windows have been installed about the place, making everything look a lot better. We seem to have an unlimited supply of sunstones, I'm not sure where they're all coming from, although we're running low on amethysts now.

9th Limestone

The dwarven caravan has been sighted!
I wonder what they will bring and I hope they want a new load of goblin rubbish.

12th Limestone

A vile force of darkness has arrived!
They're a little late though.

Looks to be about 80 beak dogriders, spread across the south. One of the groups look like crossbow-goblins, hopefully riding around of beakdogs will throw them off their aim.

The champions have charged out to kill the nearest of the groups that is following the west road before the others come into range and the marksdwarves are on the walls.

19th Limestone

The siege is broken and the river runs red with blood once more. The Champion Kib Ducimlid Ibruckmosus Or was felled by the goblins before they were driven off but his sacrifice ensured the destruction of four of the five goblin units. One of the legendary planters has volunteered to take his place in the unit and as we have enough stockpiled food to feed the fortress for the next several centuries I approved it.

Goden has bought a lot of spare steel armour and bolts from the dwarven caravan.

3rd Sandstone

Gah I think I'm going to need a hammer trap by my door as well. The miners keep coming in to tell me the roof of a tunnel under the river is damp - I know! It's under a river in a swamp, what are they expecting, magma?

11th Sandstone

Ashrir has become recognised as a legendary champion!

19th Sandstone

Dragonflies seem to swarm along the top fingers of the Abbey as the sun goes down. Maybe they like the windows as well?

1st Timber

Likot Betanstukos, a brewer, has been possessed in the foundations of the Abbey!
Which reminds me, at some point we should really build some better way of getting to the Abbey than wandering through the muddy foundations or skipping over the haunted ruins of the Cursed Bridge.

19th Timber

Fenokakil, a magnetite crown. Decorated with horse leather, encircled with bands of nickel silver and cave lobster shell and menacing with spikes of magnetite, yellow bullhead bone and pig tail. On the item is an image of Lolor Churchswords the dwarf and dwaves in fire opal. Lolor is surrounded by the dwarves. The artwork related to the ascension of the dwarf Lolor Churchswords to leadership of the Rag of Suns in 831.
Also on the item is an image of Vabik Riddleposts the dwarf and dwarves in sunstone. Vabik is surrounded by the dwarves. The artwork relates to the appointment of the dwarf Vabik Riddleposts as a diplomat of the Rag of suns in 656.

3rd Moonstone

Winter has arrived.
Issha's cage is on it's way to the cavern and after several abortive attempts I think I've got the mechanisms lined up right to actually release it form a safe distance when the

time is right.



There is a small observation room where the lever will be and where dwarves can hopefully watch Issha wander about in the cavern and eat goblins, although I'm sure the peasants will panic at the sight of it even though they're well out of reach and behind amethyst windows.



21st Moonstone

Work on the Abbey goes slowly but steadily, a lot of the time needed is actually just bringing up diorite from the depths of the mine, not the actual construction. The pumps in and out are all finshed and are running dry but until the Abbbe reaches a certain point adding water to the system would be a terrible idea.

The miners have found a couple of new veins of lignite and some more moss agates, so the smelters are busy producing coke for the forges. We've also restocked our wood supplies, felling most of the mature trees along the western road and the riverside.

3rd Opal

The Duke has demanded 3 more cages to be built. I don't know why and I didn't ask - we have hundred of cages already!

4th Opal

The Abbey buttresses are almost all complete now, with the two westernmost ones finally being joined over the roof today.The scaffolding has begun to be taken down. Hopefully a lot of it will be diorite we can reuse on the Abbey itself.

7th Opal

Bomrek, the leaders of one of the marksdwarves squad gave birth to a baby boy today. It happened rather suddenly, she was on the stairs inside the triumphal arch, on the way to the statue garden at the top.

8th Opal

The remains of a demon rat were found today on the upper levels of the Abbey. Thats a bit ominous.



12th Opal

The new recruit for the military was mortally wounded by an axe in a sparring session today. So much for increasing the size of the squad.

27th Opal

The demon rat has finally been removed so construction can continue.

Several new platinum states have been hauled over to the Abbey as well to spruce the place up a bit. I think at some point a large flooring project will be needed as the ground floor is still the raw ground, covered in mud, grass, bushes and even the odd tree, but I'll be buggered if I can be bothered with that right now.

6th Obsidian

Mezbuth, one of our legendary miners has been taken by a fey mood in the middle of building a ramp. He's claimed a masons workshop in the great tower. I wonder what he's going to do and I wonder who is going to finish building that ramp.

13th Granite

What? There is an elf diplomat here, how long has he been hiding in the mines?

...

Oh dear.

I wondered why Maggarg was looking more peevish than usual.

It's the fault of that elf.

Sorry, it's the 13th of Granite, I missed the season change whilst randomly browsing whilst the epic amount of masonry that is the Abbey built itself. 2 sieges, an ambush, a lot of caging/slaughtering and a whole lot of building work. It's still chugging along at around 14fps for me despite the caging and the slaughtering wasn't nearly as fast as I'd like it to be. We've got about 7k drink and 28k food as well, which probably isn't helping!

Anyway, the Abbey needs a lot more work if you are so inclined, as it;s nly got half a roof and other than the Pit and associated waterworks it is an empty shell. Although it's a pretty shell with windows. Also more levers have happened! Many more. So if you want to know what they do, read on...if not, don't. :)

Underneath the Great Tower is two little rooms joined by a staircase. There are three levers here, the abuse of which may well blow the Abbey apart and sent diorite shrapnel arcing through the air for miles.

From the staircase:

Lower Left Lever: attached to the gear assembly that links to the axle running to the east just SOUTH of the lever. This powers the pumps in the Great Tower which in turn are what makes water go through the Abbey and Issha's cavern.

Upper Left Lever: attached to the gear assembly that links to the axle running to the east just NORTH of the lever. This powers the pumps on the other side of the river that pump water out of Issha's cavern (which is filled from the Abbey). If you turn this off with the tower pumps on, Issha's cavern will flood. Then the Abbey will flood. Then the world will flood.

Right Lever: This is attached to a floodgate at the bottom of the Great Tower. It's closed at the moment and the riverbank needs channeling for water to flow in anyway.

In the main hall, where all the shops are, is a new corridor leading off to the north. At the end, upstairs, is a nice big room with bars and windows and levers and cages and pits. In theory, this is where you will be able to dump goblins down the pits.

There are 3 pits. South of each one is a nice big gem window, behind which is 2 levers.

For each, the left hand one opens a flood gate part way down the pit - this should flush goblins dropped down the pit into Issha's cavern. The right hand one opens a hatch on the bottom of the water channel taking water from the Abbey's suicide pit. This will refill the cistern for that pit - although not if you've got the flood gate open as well of course.

!!WARNING!!

Yes, it's on fire.
the cavern needs a lot of staircases removing before it floods or any nasties are unleashed.

At the west end of the "river", the flights of stairs leading up to the floodgates and then up to the goblin disposal centre all need removing, otherwise the goblins will just walk out instead of plummeting to their watery colossus fueled doom.

At the east, where the pumps are, some grates or possibly just a wall in from of the bottom of the stairs s in order, to stop things leaving.

It would be most unfortunate is the Colossus could just walk out of it's cave and into the main food/workshop area!

At the main waterchannels that run between the tower and the Abbey, there are still some holes in the walls. They'd be wanting fixing for the avoidance of self inflicted fortress wide water doom. :D

Finally...I don't know if it actually works. It might send water shooting in a fantastically huge arc out of the spouts in the Abbey and flood the place for all I know. So, I'm backing well away behind this thick rocksalt wall. Good luck. ;)

The save is slowly uploading now.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **January 31, 2009, 04:07:43 pm**

Save (<http://dffd.wimbli.com/file.php?id=818>)
Map (<http://mkv25.net/dfma/map-4519-abbeyverse>)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 01, 2009, 06:33:29 am**

King Consort:

That poorly-bred overseer - Karazi? - just informed me that my great abbey nears completion. But how could that be? I can scarcely see the top of it from the courtyard! It was meant to scrape the skys! Oh, if but my sweet tootsie were here to properly punish these lazy workers! Oh, tootsie dear, wait for me a while longer, for the abbey must be perfect.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 01, 2009, 10:06:31 am**

The Abbey with the current building work finished would make a nice vaulted basement. :p

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 01, 2009, 11:05:41 am**

The Diary of Maggarg, 11th Granite.
Oh damn.
Oh damn.
OH DAMN.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 01, 2009, 12:30:23 pm**

Dear diary.

Please remind me to check that the floodgates in the cisterns beneath the Goblin Disposal Centre are actually linked to the levers in the Centre.

Thank you.

- Kazari.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 01, 2009, 12:53:14 pm**

The file depot is down D:

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 01, 2009, 03:53:59 pm**

The Diary of Maggarg the Elder, 14th Granite 1067.

It has been four years since I last took the helm of this great and leaky fortress. In that time, an abbey has started construction, a Queen has arrived, and died, leaving an overfed little dwarf who is scared of his own shadow. He's terrified of me, he despises Kaziari, and he hates that gem-hogging transvestite who should be in a paupers' hovel instead of a palace.

I see that no-one has found my hole yet either.

Omega has stuffed his tomb with trinkets, and Dresdor has died, though I forget if it was by the axe or by senile decay. The dump is still filled with an amorphous mass of decaying animal matter and rusted metal and old stone blocks.

I see that my legacy on the surface remains intact.

Nist Akath yard still stands intact, and the gatehouse is in frequent use.

The mechanics make less sense than ever before, and they were pretty damn nasty when I first took command.

The fortress still lacks a central command room where the mechanics may be controlled.

I wouldn't be surprised if I came in for another term to find a mechanical library.

This term should be fun.

(OOO: Looks crazy.)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 03, 2009, 06:55:19 am**

Dear diary,

A mechanical library! What a fantastic idea!

- Kazari.

/edit
Read only if you wish cryptic advice from the future.

Spoiler (click to show/hide)
Oh dear. Due to certain inauspicious planetary alignments, the Dwarven Astrological Safety Advisory Board recommends full and rigorous testing of the waterways and goblin insertion points before Issha is unleashed.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 03, 2009, 01:39:47 pm**

that sounds bad.
Would a grumpy old reactionary like maggarg release it though?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 03, 2009, 02:32:59 pm**

15th granite
The Elf Diplomat has arrived. I suppose that I shall have to negotiate with him, loath as I am to do so.
Unfortunately, the Elf caravan has also arrived today.
Mightily displeased doesn't cover it. The Consort is whining dreadfully. When I were a lad no-one ever whined. We were too busy trying not to freeze.
Young folk today, pah.
The Elf is complaining about the "Abberation." He means the abbey. Apparently they've got something against it.
I reckon it needs a steeple. The east wall is entirely open.
I was pondering about having an outside entrance, but I don't think our sunsick people (Namely me) will enjoy that.
I'm enlarging what was an access stairway, and I will have a grand entrance opening into the housing area.

16th granite
As usual, the construction of the Abbey was a little eccentric.
Nothing here is built by sane dwarves. I'm not even sure what in Armok's gory name is going on with the roof.
I just found Jools' weather machine.
He proves that all nobles are stupid. Not that it really needed proving.
Oh, and the abbey is made completely of undressed stone.
I need a lie down.

17th granite
At least the military isn't in the mess I left it.
kaziari doesn't seem to be too bothered by my military accident that killed her beloved uncle.
The moats have been clad in rock salt for some reason.
I see that Dresdor's Folly is still visible as a huge muddy ruin.
Dresdor himself is dead, enjoying his big spirally tomb.
Ah.
O Slaughter Permit, why dost thee torment me so?

18th granite
I checked the ledgers. This place and contents is worth over 6 million ingots.
The abbey is still confusing me. I'm not entirely sure what I'm supposed to do with it, as there are no blueprints.
At all.
The consort is still sobbing about his "tootsie".
I shouted at him for a bit and handed him a pick.
He dropped it and screamed for a bit then ran away.
Useless.

19th granite
This abbey is supposed to have a waterfall, right?
There's a shaft at the back for that express purpose.
Well, how exactly does the water get up there?
There are no mechanisms, no pumps, no anything.
Damn silly.
I see that the top of the arch is still running with effluvia.

20th granite
The Murderer's lodge appears badly overgrown and dilapidated.
That's what he wants me to think.
I know he lives there.

OOC:
9 fps crawl.
That is all.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 03, 2009, 10:37:43 pm**

The water fall is supposed to use pressure from the reservoir in the tower to flow. Whether it works or not remains to be seen XD.

Maggarg was always to busy trying not to freeze to complain? Does that mean he originally came from Copperblazes (http://mkv25.net/dfma/viewmap.php?view_mapid=309)? Would be very fitting I think. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 04, 2009, 05:39:09 am**

It is chugging quite slowly, hence the mass slaughtering thats on going and (supposedly) caging as well. At one point there were almost 500 odd animals on the stock screen and at least half of those were wandering about, which wouldn't have been helping much. :)
I'm also inclined to blame the vast food and stone numbers - we have about 60000 stone lying about in the mines and about half that in food and drink. Not sure if it actually does matter but I have a feeling that pathing to the nearest food/drink/rock only gets worse the more there is.

What I ended up doing was leaving it on while I did other things - queue up loads of jobs then let them at it. It autopauses if something significant like a siege happens, and lets you watch the telly/read forums/a book/whatever while the bearded wonders do their thing. which is why there is a pile of masonry still queued on the roof, although it;s also why I overshot the year, ahem.
Oddly though due to the speed I found I could do a lot more in a year than when it was faster - practically zero wasted time. :p

Diary of Kazari

Bah, that grumpy Maggarg is moaning about the Abbey! Something about how there is no way for the water to reach the waterfall form the river - he just doesn't understand!
Water reaching the waterfall isn't the problem, I'm sure that will work just fine. What has me concerned is that the mechanics might be a little bit *too* efficient...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 04, 2009, 06:19:58 am**

I bet the deep quarries are causing slow framerates by making the dwarves pathfind through as they look for shortest paths to whatever they're doing. Designate them all as restricted traffic EXCEPT for the areas you're trying to get stone from. Also, try designating areas not on any of the main routes as low traffic. Finally, designate main thoroughfares as high traffic. If you do it right, you'll get a nice speedup. Do it wrong, and it might actually lower performance, so be careful.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 04, 2009, 01:33:57 pm**

Quote from: Keldor on February 03, 2009, 10:37:43 pm
The water fall is supposed to use pressure from the reservoir in the tower to flow. Whether it works or not remains to be seen XD.
Maggarg was always to busy trying not to freeze to complain? Does that mean he originally came from Copperblazes (http://mkv25.net/dfma/viewmap.php?view_mapid=309)? Would be very fitting I think. :D
As of now, that is canon.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 04, 2009, 02:26:21 pm**

21st granite
The elf will grant us 112 trees at most.
Ok.
Then he called me a butcher.
Fuck that.
I called the fortress guard to escort him out.
Well, over. The wall.
He refused to meet me in my office.

24th granite
The top of the abbey is slowly growing.
Very slowly.
The damp here is as bad as ever, perhaps not as bad as the cold back when I were a lad. If you were outside in winter your joints froze.
Can't say that'd make too much of a difference to me now.

27th granite
A veteran war-dog has finally succumbed to old age.
Rulasmlusspu. I'm sure that's goblin for something.
He will have a little doggy statue somewhere.
Obviously romanticized somewhat. He was an ugly old bastard.

1st slate.
The abbey is still being constructed
Sloooowly.
I still don't see how the waterfall will work, although Kaziari is trying to tell me. I told her I don't have any truck with women telling me what to do. She told me to read the instructions on my desk.
I threw them away. A man don't need a manual.
That's how we did things in Copperblazes. Actually, that might be why that, um, accident happened with the blue stuff.

2nd slate
Migrants have arrived.
This place is too damn full anyway.
"We have braved this terrifying place, knowing it may be our tomb."
Damn right it will be.
I saw one of them had an Iron cage (menaces with spikes) tunic on.
Oh joy.
That damn Tostoslan boy will be pleased.

3rd slate
The sounds of music with metal in echo through the damp halls of Abbeyverse to my bedroom. I thought music with rocks in was loud.
I think I'll get Jools to mandate the production of some earplugs.

5th of slate.
The designations for the abbey are nearly finished.
This means I will have to set some of my own soon.
Which means I have to ask Kaziari for instructions.
I hate Abbeyverse.

OOC:
It also takes 4 minutes to save.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 04, 2009, 05:15:42 pm**

Instructions you desire? Then instructions you shall receive!

Might be an idea to turn all the farms off as well. There are a ridiculous number of them littered around, not only in the somewhat vast farming cave but on the surface inside the Inner Keep AND outside by the Arena Tower. We have enough food and drink to last us for about 20years anyway and cutting down on that might help performnce and save/load times as well. :)

Diary of Kazari Limulkalan

Bah, having thrown away the last set of instructions and repeatly mispronounced my name, Maggarg is now demanding instructions for the Abbey! Who put him in charge anyway...

Anyway, he'll only get even more huffy, so I've had the old instructions recopied and a set of plans Melbil drew up for the rest of the current roof copied as well. I expect they'll both end up in the garbage pile before the week is out.

Abbey Roof:

This is a complicated set of plans and a set of scrawled notes by the hand of Melbil Sholidtobul, a legendary mason of Kulettogum.

She claims that each of the Abbey buttresses are paired up and each pair needs to be joined by a thick arch. This will give the Abbey enough strength to remain standing no matter what happens for an Age, long after all are dead and dust in their tombs, or so she says.

To complete the remaining buttresses it looks like the outer walls on the second floor need to be finished first, with the windows either left empty or completed. Once done, the tops of that wall can then be used as a sort of scaffolding to construct a ramped piece of wall next to the wall-tops of the second floor. (Next to, not on.) With two wall sections lining up with where the buttress arch should go and a ramp to the east and another to the west. once that is finished, similar masonry can then be build all the way between the buttress top, with that initial bit of the arch being used for masonry access to the other side and top of the arch.

Once that arch is complete, it seems like it should just be a matter of repeating the process for the remaining arches and flooring over the gaps between them. The plans don't include a spire but given the claims about the near-indestructability of the finished buttress skeleton...

Abbey and Fortress Water Safety:

1) Make sure the masons have left no holes in the Abbey water chute, other than the 4 in the floor above the Sacrificial Pit. Build this (<http://mkv25.net/dfma/poi-10739-thefinalwall>) wall last to avoid and competant masons being trapped then subject to accidental sacrifice to the Gods.

2) Send some mechanics to check that the floodgates here (<http://mkv25.net/dfma/poi-10565-goblinentrystage1>) are indeed linked to the levers. I may assist or may adopt a more supervisory role from my office. The middle cistern will need a couple of flights of stairs rebuilding from Isshas Cavern to be accessible again, providing work allocations for new migrants.

3) At the waterchutes into Isshas cavern, 1 level BELOW the cisterns (<http://mkv25.net/dfma/poi-10740-tunneleasttothecavern>), dig a new tunnel linking the three drops from the three cisterns and leading directly east into Isshas cavern. Once the floodgates are confirmed to be working, remove the stairs and put our best masons to work flooring over the drops where the staircases used to be in the new tunnel. Don't forget to remove any stairs on the Cavern Side, as Issha wandering up into the mechanics and sitting on things would not be good.
When finished, water from the cisterns should flow from the cisterns, down 1 level then along the new tunnel east to Issha's Cavern, not straight down. This might prolong the life andentertainment value of goblins and with luck prevent any unfortunate high-pressure backwash flooding the control centre. Hopefully.

4) Put some grates here (<http://mkv25.net/dfma/poi-10741-nooneleaves>). Issha might just destroy them in a huff but we can but try. Get a mason, on the way out, to brick up the stairs to stop any enterprising escape attempts.

5) Send Valter or someone to channel out the riverbank blocking the floodgate under the Great Tower from the river.

6) Make sure the pumps from Issha's are on. If they aren't, pull the north west lever here (<http://mkv25.net/dfma/poi-10558-greattowercontrolroom>) so they are.
Now turn on the pumps in the Great Tower by pulling the south west lever.
Pray to Gembish, Rakust, Armok and whatever other gods you can think of and open the floodgate under the Great Tower by pulling the east lever.

Wait.

Water should be pumped up inside the Great Tower then dropped down into the tunnel system where it will surge through to the Abbey and out into four nice waterfalls over the Sacrificial Pit. This water will then drop down into Issha's Cavern, slowing and meandering along until it is pumped back up and out into the river.

Leave it running for a few months to check for leaks, as in some parts (such as over the under construction new dining hall) the water is under very high pressure. Health and Safety complained about this but no one knows who authorised them in the first place. There is a small chance that the water entering the system from the Great Tower will exceed that leaving it via Issha's Cavern, in which case just close the floodgate and/or turn off the pumps in the Great Tower again to avoid everything flooding and getting all muddy and elvish. If that happens, well, hydromancy was never my strong suit so perhaps just build another set of pumps at the end of Issha's Cavern?

It's very unlikely to happen anyway.

The chances are practically zero.

- Kazari.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 04, 2009, 10:12:55 pm**

Don't worry, I'll handle the mechanics part of it all.

-Endok

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 05, 2009, 04:30:51 am**

The office with an elephant roast and a pint of rum it is then.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 06, 2009, 06:53:01 am**

6th slate.
Kaziari flounced into my office and dumped a pile of papers on my desk.
I waited until she left and put them in my in pile.
It's about 8 feet tall now, and I can't move it.
I'll process it one day.
Honest.
She mentioned a cavern somewhere.
Issha's cavern.
Who's that? I must look for it.
What's this?
A coin? Minted 1057. I've never seen one of them before.

7th slate
OH FLAMING BLOOD OF ARMOK GOD OF BLOOD WHY IS THERE A GIANT BRONZE
MAN IN A TINY WOODEN CAGE IN AN UNSECURED CAVE CONNECTED TO WATERWORKS.
WHY DOES KAZIARI WANT TO KILL ME.
WHY.
Read the instructions. Something about buttresses being twinned or something.
Armok only knows what that mason is going on about.
Also the records of building materials are long.
All sorts of junk, from glumprong logs to satinspar blocks.

8th slate
I have decided to avoid doing anything to do with water.
This will avoid the place flooding, and gods only know it's halfway
there anyway.
Looked at the plans for the waterworks.
Part of me died inside. Not sure if it was from the horror of mechanics
or from silicosis.
(OOC: just thought of an amusing nickname for Maggarg for behind his back.
Old Stonelungs.)

9th slate

Saw that King consort again. He was taking a walk out of the gates.
He said that fresh air was good for him. For a start, I'd hardly call the
air here fresh, and secondly, has no-one told him about the wildlife?
I took it upon myself to tell him in detail what happened to people who
went on a wander here without any knowledge of the area.
He went pale then ran away screaming.
The tower seems to be almost complete, although the top has been made of
uncoated Iron. There are rust streaks already from the damp air.
I think that the floor of the abbey should be made of properly
dressed stone blocks instead of rough diorite. I admit that diorite
is damn hard stuff, but if we'd had it polished into blocks the place would be
like a mirror. The rest of the big buildings here glisten from the rock
salt. Probably why the goblins love sieging us. They do love sparkly things.

11th slate
The mines are still quite squelchy from all the silt that got washed down there.
That's why I decided to stay in the drier bits.
I noticed that our arena is A: a bit small and B: not very arena-y.
I think we need a BIG one with lots of seats.
Below ground of course.
Don't want lots of XXSemi-digested cat roastXX all over it.

12th slate
The waterfall tubes for the abbey are sealed.
Better yet, no-one is stuck inside them.
Looked across the eastern side of the fortress.
Over 15 years of neglect have turned it into a jungle.
I wonder how much wood we could get from clear-cutting the lot.
I ordered someone to open the floodgates on the Carp Catcher.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 06, 2009, 07:43:14 am**

Quote from: Magqarg - Eater of chicke on February 06, 2009, 06:53:01 am
7th slate
OH FLAMING BLOOD OF ARMOK GOD OF BLOOD WHY IS THERE A GIANT BRONZE
MAN IN A TINY WOODEN CAGE IN AN UNSECURED CAVE CONNECTED TO WATERWORKS.
WHY DOES KAZIARI WANT TO KILL ME.
WHY.

That made me laugh at work hehe. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 09, 2009, 02:42:49 am**

Better yet, the cage was probably designed by Endok....

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 09, 2009, 06:52:41 am**

sorry about the lack of updates, I've been ill with the man-flu.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 09, 2009, 01:15:47 pm**

13th slate
Another bout of illnesses has run through abbeyverse, again, probably
because of the filthy silt all over the fort.

14th slate
I found another forsaken lump of rough rock in the fortress today.

It seems to be a pumping house of sorts, and is connected to a very tall and slim tower.
Which is also full of pumps. I decided to go to the top, and I have started walking.

17th slate
Just got my breath back.
That's a tall tower for an old dwarf. Still coughing up gravel.
I knew that dust sticks to you in a mine, but I didn't know it could get through a beard. Breathing is considerably easier now.

19th slate
Decided to start building more of the roof with space for a tower or something
The consort was complaining about not being able to see it. i said I'd remedy it.
He squeaked and ran away. Odd chap.

24th slate
Started another bit of the roof.
The spire should be hollow and taper into a pointy roof.
Probably capped with gold or something. All because abbeyverse really needs more giant useless buildings covered in vomit and blood that cause disasters and kill people.
Pretty much like everything else here

25th slate
Found my old cache of Jolly Sailor premium black tobacco today.
Kaziari forced me to smoke it outside because it's bad for other dwarves.
Poppycock. It says that it cures coughs and sore throats on the back of the packet.

26th slate.
I noticed that there are deposits of tar on the ceiling in my cubby hole.
I have no clue how, as there are no tar deposits here.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 10, 2009, 08:38:04 am**

There is a very bad smell coming from somewhere near the masons shops close to the garbage dump...and it doesn't seem to be the usual garbage dump smell.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 10, 2009, 09:44:33 am**

D:
You mean that the ooze has woken up and is eating dwarves?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 10, 2009, 02:18:10 pm**

To tell the truth, it smells like the garbage dump is on fire. I'll have to see about having someone haul it outside so the smoke doesn't bother anyone.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 11, 2009, 12:30:20 pm**

27th slate
I began to have the passage that leads to the temple engraved.
Preferably by good engravers.
I had to hand out more slaughter permits. Hundreds.
THOUSANDS.

28th slate
I heard Endok and kaziari complaining about a strange smell in the depths.
I told them it was probably the cessheap at the bottom of the fort, but they said it smelled like burning, and it had a sulphurous smell.
Ah.
That will be Urist Tar's rum-soaked tobacco. It is rather pungent, and dumping the embers from my pipe in the cessheap hasn't helped.
I think I'll hide for a bit.
Oh, and I finally got the cooks to stop.
Some of them have been there years, with beards thick with grease and spattered with food.
They slimed away to their rooms.

1st felsite
More complaints about the strong smell emanating from the bottom of the fort.
Oh well, my cubby hole is still unknown, although all the walls are blackish brown from the tar. Curiously, it smells a little like tobacco.
I suspect it may have become scented somewhat by my smoking.
I think I shall light up another pipe of Jolly Sailer to celebrate the engraving of the passage.

3rd felsite
this abbey is big.
Really big. It takes ages to designate which bits to build, otherwise it gets built in the wrong order and someone gets trapped or we have to tear down a wall. I don't know if we have enough red gems to make all the windows either, and don't get me started on the east wall.

4th felsite
Did more of the same. I found a large packet of Jolly Sailor premium tobacco near the ramp to the trade depot. As I took it, Kaziari leapt out, and I saw she had been holding the tobacco on a length of string. She gave me a long lecture on the hazards of smoking, and the foulness of the smell that lingers around me. She also berated me about not reading the instructions, and not carrying out the tasks she had set out as her last act as administrator.

I took all this like a true dwarf, and an hour later she finally fell silent, out of breath.
I told her to make me a cat sandwich.
I still don't know why she called me a troll and stormed off.

OOC:
Maggarg, unreconstructed male has been accosted by a feminist recently.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 11, 2009, 04:59:30 pm**

So that's what that burning smell was. Maggarg has been carrying around !!Cigar!!s. Doesn't he know that those are dangerous, and that you could set yourself on fire without noticing it?! Help stop fortress fires and don't smoke!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 12, 2009, 12:53:23 pm**

I think I'll turn off temperature and weather, the FPS is hovering around 7 now.
You'd cry if you saw what happens when I turn Jools' tower on.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 12, 2009, 02:08:09 pm**

5th felsite
The permanent tropical fug lifted today, replaced by a cooling breeze.
According to Omega, this is due to freak weather conditions in the mountains that have caused a landslide of frigid air. All the other dwarves are wrapping up in old coats. I still think it's too warm.
(OOC: turning off temperature and weather brought the fps usp to ~14)

7th felsite
The work on the Abbey goes well so far.
Designated more of the walls inside to support the roof.

8th felsite
Found that all the tobacco in the fortress is gone. Must look for it.

later that day
I found it. It's in Issha's cave. Specifically inside Issha's cage.
His flimsy wooden elephant cage.
WHY DO YOU WANT ME TO DIE SO MUCH.

9th felsite
The fug has entirely lifted, and it feels pleasantly warm, like sitting in a room with a fire. All the other dwarves are complaining terribly about the weather.
The abbey is still being constructed fairly quickly.

10th felsite
I don't know why I worried about not having enough large red gems.
We have over 100 fire opals of window quality alone.
This is the largest stockpile of gems since I left Copperblazes.

13th felsite
Nearly finished the walls for the abbey.
East wall is still open and the roof still isn't finished, but I expect those'll get finished eventually.
Eventually.

16th felsite
I'm sure there were 168 dwarves here a few days ago.
Now there are 167.
Good. I hope it's one of those bloody music with rocks/metal in fans.

later
Nope, it was a marksdwarf. Worse, those vagrants began playing their noise again.
I thought Jools promised to mandate the destruction of all trumpets and querns.

18th felsite
I need suggestions and designs for a mural on the Abbey floor.
It wouldn't be quite fitting to have a plain white floor.
I shall ask Kaziari and Endok.

OOC:
Really, I can't think of anything befitting a god of suicide.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 13, 2009, 06:24:33 am**

I reckon cobaltite needs to be involved. There is tonnes of it on one of the lower mine levels and it should have a nice contrast if you make the base floor rock salt.

Not sure what the design should be though...
The obvious one for suicide is surely a razor but thats a bit uninspired. It also depends on how much room you have to play with, eg are there any internal rooms and what happens at the bottom of your spire etc.
Are there any good symbols you can steal from engravings? I've no idea what the civilisation symbol is, though the Assault of Dragon siege seems to come up a lot - I think that was the one where *someone* managed to get half the military butchered. :p

You could try having the bottom foundations engraved and see if anything good pops up?

Or are any of the Gods also gods of something easily representable in mosaic form? Often they're associated with a random assortment of things, like suicide, fluffy wamblers and cheese. :)

OR have a pile of bronze made and make a bronze colossus mosaic. Afterall, stuff that passes through the Abbey eventually ends up at Issha...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 13, 2009, 08:44:55 am**

Ooh, I could make a bullseye thing around the hole.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 13, 2009, 11:29:52 am**

Quote from: Maggarg - Eater of chicke on February 13, 2009, 08:44:55 am
Ooh, I could make a bullseye thing around the hole.

That was what I originally thought of, but then someone enlarged the hole which was to be the bullseye...

If you can't control your fall enough to land in the bullseye, then you're not worthy of walking at Rakust's side, and your bones should be made into bolts!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 13, 2009, 12:46:06 pm**

You could always put your bullseye on the bottom of the pit :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 13, 2009, 01:05:22 pm**

I might make a generic red, white and yellow design.
One of those pretty curly ones.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 13, 2009, 11:16:39 pm**

Quote from: Kazindir on February 13, 2009, 12:46:06 pm
You could always put your bullseye on the bottom of the pit :P

Maybe make the bullseye a series of ledges! Each ring would be a bit deeper than the last, and which ring you landed on would determine the respect paid to your remains. If parts of you land on multiple rings, you get bonus points!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 14, 2009, 06:01:09 am**

19th felsite
I got a lot of suggestions. Endok wanted a bullseye that would be layered inside the pit, and Kaziari recommended a symbol of our parent civilization.
I decided to ignore them and make a traditional red and yellow mosaic to Armok.
Young people and their fancy ideas, pah.
I think it will be in the usual shape of the yellow lines branching off from the "sun" (pit) and the rest filled in with red.
Do we even have any red stone?
No?
Blue then. We have at least 2 shades of blue.
A yellow sun surrounded by microcline deepening to cobaltite.
Looks decent on paper.

20th felsite
It was with some amusement that I saw those two deviants doing their proper hauling work instead of listening to Children of Boatmurdered and Elf Cadaver.
This means I won't have to put up with the damn noise.

23rd Felsite
I notice that someone has installed an airlock on the Cesspit.
I was actually rather disheartened, as I rather liked the way it masked the smell of a good !!cigar!!

25th felsite
I looked at the viewing platform for Issha's cavern.
I also noticed that it is very remote.
Very. Even more so than my burrow, as everyone bricks it when they see a 40 foot tall bronze man crammed into a 10 foot tall wooden cage.
I also noticed that it is rather well ventilated due to all the ducts for water.
Perfect.

26th felsite
I found out that a lot of my dinner is composed of lion and jaguar meat.
Very stringy stuff, they weren't exactly made for eating. I prefer their smaller cousins, cats.
On the subject of cats, I found a few badly scrawled notes on red paper outside my office, as if they'd been written by someone with no thumbs and short fingers.
It read "I am too injured to place vermin at my dwarf's feet"
It was signed by someone's cat.
I have decided to campaign for the greater eating of cat meat.

27th felsite
The old arena seems to be more of a prisoner of war camp.
It is full of battered cages containing unhappy looking goblins.
Of course, they aren't actually unhappy, as it has been proven by Urist McCarthy that goblins have no feelings.
I suspect that their final destination is Issha's cavern or the Abbey's pit.
I hope to be able lo watch it.

1st haematite
Summer has arrived, and with it my cooling breeze has perished in favour of thick, steamy air. Once again I am forced to retire to a cubby hole and make quicklime filters to keep the air dry so the few books we have don't rot.

2nd haematite
I asked our bookkeeper who many stones we had, purely out of interest. With a fey look in his eye, he unlocked a mighty case. Out came a huge and dusty tome, and he slammed it down, fixing me with a burning stare. I looked at the numbers. Added together, there are over 78,000 large boulders of raw stone in this fortress. I thanked him and walked out. As I closed the door I think I heard a scream of rage. He'd probably dropped the book on his foot or something. The sun mosaic looks good so far, and the abbey is a hive of activity. The future looks pretty good.

OOC:
The mural actually does look ok.
Should use up all that cobaltite at any rate.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 15, 2009, 06:44:29 am**

3rd haematite
The giant sun is already nearly finished, we just need to lay the cobaltite "sky"
Speaking of the sky, less of it is visible in the abbey now that the walls are finished (apart from the east one) and the roof is half-done.

4th haematite
I checked on our military. They seemed well-equipped and well trained. Sadly a lot of the best soldiers in terms of strength and equipment are in the guard. This is because they never see action. That's why I recognise all of them.

6th haematite
The old lodge seems very dilapidated now. Trees grow from the courtyard, and vines grow thickly upon the walls. I suspect that the furnishings are still there. There have been few deaths, if any recently, so I suppose the murderer has retired quietly.

8th haematite
The other bane of my previous rule, the Pond of Death, is also silent. A few articles of rotting clothing and the odd bleached bone remain around a murky pool. There aren't even any bloodstains.

9th haematite
Rakust's Sun goes well. It looks better than I had anticipated. The rest of the floor will be properly dressed rock salt blocks. I like the sparkle.

10th haematite
A cat died of complications caused by old age in the abbey. Cats never used to die like that when I was a lad, oh no. An old cat in a fortress was a sign of a lazy butcher and a lazy cook. But now, hah, I'm the only one who seems to order slaughtering.

12th haematite
The idiot surface dwelling humans arrived today. I obviously don't intend to buy anything off them, especially if they bring metals. They'll only lose all those pretty bars anyway, and metalcraft is the natural skill of the dwarves.

14th haematite
I read that the water is supposed to be forced up into the abbey from deep underground. Sounded feasible. I looked at the waterworks. Thankfully the Pit and waterfall are not connected as I first thought, as that would flood the abbey. Meaning all of the surface. It strikes me as odd that the dominant surface race are not as capable at building large surface structures as the subterranean dwarves.

15th haematite
Ezum Olonerar, a metalcrafter, has been taken with the fey. Predictably, he has claimed a forge.

17th haematite
A marksdwarf has given birth to a baby... Dwarf. I suppose she'll use it as a shield/club until it can walk. Which may be never, depending on how much she uses it as said weapon.

18th haematite
Oh no. A vile force of darkness has arrived. The military have been choosing which coffin they want to go in when they die because I do something stupid. One of these levers must go to the front bridge. (5fps. That is all.)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 17, 2009, 05:27:46 am**

19th haematite
The goblins cower beneath the hail of fire from our marksdwarves.

Well, from 2 of them. The others are standing around in the gatehouse. They do seem to be missing a lot as well. Still, a lot of the goblins are running in fear or have been dismounted from those loathsome dog-bird things.

Oh, and Ezum has finally started mysteriously constructing things. Mysterious.

20th haematite
The battle still rages with all the fury of a damp campfire. Most of the goblins are dead or running now. Alright, all of them are dead or running. Oh no, not quite! Three mounted speargoblins have managed to avoid the crossbows and are now riding straight past all our heavily armed champions.

21st haematite
Now they're flying away from the champions. And hitting the ground. Hard. Ok, all of them are dead now. Really dead.

22nd haematite
Or then again, perhaps they aren't all dead. A group of hammergoblins on dogback came riding up near the wall today, ready to be perforated and pummeled into submission.

23rd haematite
Because they came at us at an awkward angle, some of them can make it past the gatehouse without being turned into ammo stockpiles 33-45. No worries, the champions should sort them out. Yes, the goblins are now bricking it and running right back into the cages. This will be a fun day.

24th haematite
Apparently the siege isn't over yet. Oh how I wish Issha was tamable. My very own War Colossus. How the dwarves would laugh as he stomped the greenskins. Apparently this is the plan behind Issha's Cavern. Sounds fun.

25th haematite
Ezum has created oleridrath Thulom Ustir, a steel flask. I think it is the most expensive one yet, at 148800 copper coins. It is covered with the general silk and shell rubbish and menacing spikes of wood. It also depicts several images of the idiots who set out to make a living from salt all those years ago. Oh, and I lightened the load of the human's wagons. They said that our crafts were incredible and so on. Flattery will get you nowhere. The siege is officially over now.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 19, 2009, 05:13:55 pm**

Heh, you should have seen how much trouble they had hitting certian angles before I added the fortifications on the south side of the gate house.

Perhaps we should build a little stretch of wall along the road to force them to come around from the front?

Code: [\[Select\]](#)

```
|#
|#
===|# gatehouse
/|#
/|#
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|
```

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 20, 2009, 09:18:02 pm**

A more sensible and moderate idea would be to extend the wall fortifications all the way around the outer wall, widening the wall appropriately! ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 21, 2009, 03:21:02 am**

Well, certainly, but that would probably make the King Consort throw a tantrum when he found out that it was delaying the abbey being more that the vaulted basement. (He liked that idea by the way...)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 21, 2009, 06:49:39 am**

26th haematite
Kaziari advised me to extend the fortifications along the west wall so that our marksdwarves can hit more goblins. I thought that this was a pretty good idea, until I remembered the Abbey. Oh, on that note, I decided that someone else can tackle the bloody spire. I'm already out of my depth here. I'm going to sneak back to my hole with my freshly commandeered jolly sailor. I love humans. I think I'll stay here for a week or so, let this place take care of itself.

3rd malachite
I wonder if we have any green stone. I like green. Rakust's sun is about half-finished. It looks quite good, actually. Unfortunately, any area of stone floor that large is labour intensive, and not much work is being done on anything else, as all the masons are occupied with my floor. Did I mention how nice the floor is. Really great stuff.

Makes me remember my childhood back home.
Not like childhoods now, oh no. We had none of these fancy stairs, oh no.
Everything was done on one flat level. You simply don't seem to find places like that.

7th malachite
I'd say Rakust's sun was about 2/3rds done now.
A bull died of old age today. Don't know why I actually needed to know this. I swear, people today...

10th malachite
There are 834 joints of meat in the stockpile.
there are 103 gutted fish.
There are 542 fruits, vegetables and mushrooms.
There are 3456 seeds.
There are 8552 gallons of alcoholic drink.
There are 18183 prepared meals.
This tallies to 31670 units of food.
There are 25 little bits of gravel in the sole of my shoe.
There are 3 pounds of the finest tobacco.
They are currently in a tiny basket hanging off the side of the weather machine.
Kaziari is wearing a triumphant grin.
I hate Mondays.

11th malachite
Rakust's sun is nearly finished.
Another day or two and it will be finished.
Then I'll have to pave the rest in rock salt.

14th malachite
Only the last two segments of the sky around the sun need finishing.
Irritatingly, that blasted Tostoslan boy found another music machine.
He's playing Aircrafter. A song called Dwarf looks like another Dwarf.
I still don't know how he's allowed to play that thing so close to my room.
*(from this point, a 20-page rant about young people ensues. As archivist, I feel I am allowed to cut out *some* of the chunterings of an old dwarf.)*

15th malachite
Woke up to find quarters filled with purple bits of paper from slaughtering.
Trapped with only tobacco and paper to survive on.
Must mine my way out.

16th malachite
M cat found a kobold thief today. This is very strange.
I didn't know I had a cat. I detest cats, in fact.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 23, 2009, 04:27:54 pm**

Sorry about the sparse updates.
I got hit by a spinning !!Physics Coursework!! over half term.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 24, 2009, 10:35:01 pm**

It doesn't smell like the garbage pit is on fire any more. Kazari said she did something about it, but I don't see any flaming dwarves wandering around. I wonder what it is that she did?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 25, 2009, 05:08:39 pm**

17th malachite
Rakust's sun is finally and gloriously finished.
Ooh, and idea for the back wall. A big tall window with a sword design. Red to yellow on the outside, the sword in any grey gem.

19th malachite
I can already visualise Rakust's full temple now.
The inside will be floored with rock salt blocks, the walls are all of rough diorite. In the centre is the mural. At one end is the Sword of fate, extending into the bell tower, which will be at least six walls high.I really gate the roof though.
I honestly want to deconstruct it and build a proper sloping roof with a wooden frame and leaden sheathing. I doubt the others will approve of this plan, and the wood required would be outside the logging limits. I'm not sure if we have any lead either. I just don't like the flat ribbed roof that our mason designed.
I think I'll just leave it and make the tower and the roof can be someone else's problem, like Issha.

20th malachite
It appears there is no grey. No matter, the sword will be clear gems.

21st Malachite.
Although I will grudgingly admit I like the above-ground architecture of Abbeyverse, and I admire the waterworks and newer caverns, I am rather unhappy with the overall look of the underground. I feel we need Megaprojects to match those of our illustrious surface, be they along the lines of Kaziri and Endok's waterworks or like the great halls of the old mountainhomes.

22nd malachite
It seems my animal genocide is working.
We are down from over 500 animals to about 420.
The proof is in the 900 joints of meat.
I can't live in my quarters because they're solid with compressed paper.
I think it might turn into coal soon. Pink coal.

24th malachite

We're running out of rock salt blocks in a fortress carved from rock salt. Remarkably pure rock salt, being white in hue, as opposed to a grey or dirty red. I believe these other colours are due to the blood of gods and demons. However, Omega says that it is due to the sands of ancient deserts being blown into the seas that formed the salt, discolouring it. He's a funny one, that lad.

27th malachite
The first part of the window is nearly finished, and the frame for the second tier is set up. I think I'll use brown zircon for the hilt. Unfortunately, we are running low on clear and white gems. Very bad.

OOC:
Damn American spell-check making all my journals look misspelt.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 26, 2009, 03:51:26 am**

Wood? He wants to build the roof of a temple out of WOOD?!
That's the miasma from the garbage pits talking.

OOC
Dig out a new underground fortress, it's a great idea!
New rooms, workshops, halls etc, only more in fitting with your Great Plan(TM) - as opposed to the largely organically grown mess we have at the moment. :)

I wouldn't move the stockpiles though, you'll be there for a decade trying that... and don't forget if you deconstruct an occupied tomb the contents get chucked on the floor and eventually find their way to the bonehoard to be turned into bolts - no reburials. :(

It'll also hopefully find some more gems for the windows, without looking terrible like the bottom level does - although using something we still have 99+ of would be an idea, need an awful lot of gems to make a big window!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 26, 2009, 01:45:19 pm**

Nay, the roof should be made of something more dwarven, like soap.

Endok comes bursting in

Alas, another one of our wonderful donkeys died today. I found bits of it scattered through the butcher shop. We need to do something, I fear there might be a plague on the loose. Maybe we should ask Omega about it?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 26, 2009, 01:49:21 pm**

Quote from: Kazindir on February 26, 2009, 03:51:26 am

Wood? He wants to build the roof of a temple out of WOOD?!
That's the miasma from the garbage pits talking.

OOC
Dig out a new underground fortress, it's a great idea!
New rooms, workshops, halls etc, only more in fitting with your Great Plan(TM) - as opposed to the largely organically grown mess we have at the moment. :)

I wouldn't move the stockpiles though, you'll be there for a decade trying that... and don't forget if you deconstruct an occupied tomb the contents get chucked on the floor and eventually find their way to the bonehoard to be turned into bolts - no reburials. :(

It'll also hopefully find some more gems for the windows, without looking terrible like the bottom level does - although using something we still have 99+ of would be an idea, need an awful lot of gems to make a big window!

Maggarg the Elder certainly wouldn't move any coffins or destroy engravings.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **February 27, 2009, 04:19:52 am**

Found that out early in this succession, after a siege - I was thinking of making a nice new tomb complex for the military and anyone who died in particularly heroic/dwarven ways which of course you only know after they died in them. Tried moving a pet grave and it just chucked cat bones everywhere. :(

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **February 28, 2009, 07:42:57 am**

28th malachite
The inside of the abbey looks almost complete now.
The roof is a mess and most of the eastern wall is still not constructed, but it looks better. That doesn't make me any less bored of concentrating all our labour on this damn great folly for that pipsqueak king.

2nd galena.
I looked in the hammerer's rooms today.
They are carpeted with hundreds of dusty skull totems of various species. I know there's a dragon one in there (can't miss it, it's four feet long and permanently warm) I swear I saw a few elf and human skulls in there as well. Jool's room is still full of huge gems and the weapon traps still work.
The tax collector is still trying to fit into goblin clothing, which is ever more futile, as I see she has made use of that bed in her dining room.
The first tier of windows is finished.

5th galena
We have just over 400 animals roaming free now.
A great improvement. We also have 920 joints of meat.
It's merciful really, because if I don't slaughter them, they die of old age.
That means that I end up walking over old corpses.
Eurgh.

OOC:

Not a very big update because I was busy again.
Having the two largest and most insane community forts under my control at the same time makes for lots of *fun*.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **March 01, 2009, 07:21:42 am**

6th galena
The second tier of the window is half-done. I want the floor in front of the window paved in microcline to emulate the sky. But on the floor. Obviously.
I found a giant tiger in my room today. Those things really are GIANT.
Not quite as bad as finding a Hydra in the dining room, but not exactly a normal thing to come home to.

8th galena
I estimate that the abbey will be fully paved by the 20th, and the windows will be finished some time in early to mid autumn. At the moment I'm still pretending tot to notice the roof, although I have heard some mutterings about the folly of wooden roofs.
Personally, anything that antagonises the elven hippies is a good idea in my experience.
Including a Fuck The World machine.

10th galena
I found out about plans for an enormous dining room.
I found the room.
Hideous. Truly hideous. A soulless expanse of tables, with no flair or true form. It is not the Dwarven way!
I think we need a better one, the kind that is supposed to exist in the fabled mountainhome of Reinhammers.

13th galena
I heard Kaziri talking about some projects today.
Worryingly, I think she took the mechanical library idea seriously.
I'm going to learn how to snorkel to improve my chances of survival.

14th galena
I'm considering training up another 2 or 3 full time butchers to try and make a dent in our vast stray animal population, although I doubt an army of hungry dwarves armed with shovels could really make an effect on our animals.

15th galena
Happily, the floor of the cathedral is finished 5 days before I predicted.
This should free up a lot of labour for any other project I might deign to undertake.

17th galena
I have noticed that the water in the swimming pool is getting very high.
As far as I know, it was supposed to remain at a level of four feet deep, deep enough to force a dwarf to paddle, but not deep enough to drown them.
The water level is now fluctuating between 4 and 5 feet deep.
Unfortunately, I don't know how to fix this (nor do I intend to.)

19th galena
We really do need a new arena.
The old one is more of a goblin concentration camp than an arena, and it is very small.
And above ground, which is a problem. Even weak sunlight can set this lot puking like seasick sailors.
Decided to have more of the gatehouse paved.

21st galena
The second tier of the Great Window is finished, and the walls are being set in place for the next tier. Only 3 more to go.

OOC:
Think of this as the rest of the last update

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **March 01, 2009, 04:09:59 pm**

The swimming pool is only 4-5 deep now? That means it's down from when I adjusted it up to around 5-6 deep. It still never seemed to be deep enough to swim in, but still shallow enough for dwarves to enter no matter what I did, though. Maybe the pool should be the only entrance to a mead hall, so that dwarves have to swim across it whenever they go to eat?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **March 02, 2009, 01:26:21 am**

Yikes! How did I manage to forget to update the turn list for so long??

Kazindir, you want another turn, right?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **March 02, 2009, 03:43:46 pm**

Sure. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **March 03, 2009, 01:11:38 pm**

Ach, how did I end up with so much work.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **March 06, 2009, 04:48:43 am**

Never fear, update soon.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor on March 06, 2009, 05:47:11 am**

Update!
Update!
UPDATE!!!!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke on March 06, 2009, 12:47:27 pm**

Quote from: Keldor on March 06, 2009, 05:47:11 am

Update!
Update!
UPDATE!!!!

maggarg was accosted by rabid forum dwellers recently.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke on March 06, 2009, 01:57:07 pm**

22nd galena.
I feel the need to go on a short holiday.
(Due to time constraints because of school work, band work and the
Eternal halls I'm going to skip all of autumn to try and finish this off as fast as i can.
I apologise, but I can't really do anything else.

1st limestone
Still enjoying my season's holiday.

9th limestone
Note: need more white gems.

14th limestone
The caravan arrived, interrupting my nice holiday.
I shall send the trader to liaise with the merchants, although
traditionally here the trader NEVER TRADES EVER AT ALL.

12th sandstone
la la la I can mine all day and no-one will interrupt me.
I love mining. No, I don't, I hate it, but at least I can't be bothered
to death by everyone who thinks I care about dead cats and job canceling
because they just saw a kobold thief.
Wait what. Oh, a kobold got splurged by a wagon but isn't actually dead yet.
His brain is poking out of his ears, so it shan't be long.

19th sandstone
The wagons ran the kobold over again when they left.
Happy days. My huge window now has the "blade" finished, and needs a
hilt and pommel.

22nd sandstone
I was just walking around today when I saw that there was a large figure
on the horizon. A large bronze figure.
Naturally, I ran down to Issha's cavern. He was still there.
I then ran all the way back up to the surface. Yep, definitely
two colossi now. As I caught my breath(It takes quite some catching nowadays.
When I was young people never had to catch their breath, oh no...) this
mechanical monster spoke in the deep bass boom characteristic of his
blasted kind, he announced his name and purpose.
"Behold, O dwarves of Kulettogum, it is I, Ivire Rofanefethi, the
bronze colossus, and I come to free my brother in metal, Issha Neltiamec,
who you have kept cruelly in a wooden cage stuffed with a leaf which smokes!
I shall revenge his capture and free him!"

This impressive moment was marred somewhat by Kaziari smirking when the colossus
mentioned *my* tobacco.
Her fault, she captured Issha in the first place.

23rd sandstone
Our predicament worsens, as it turns out that Ivire is not only a
giant bronze man, but also one of the biggest, 'ardest and generally
nastiest giant bronze men ever to have been forged by the mad dwarves
of Olonkulet.
Endok, activate the deflector shields!
What do you mean they don't exist?
When I was a lad...
Oh nuts, we forgot to empty the cage traps.
There is now a 5 in 6 chance he'll stomp into the fort and mangle the lot
of us.
On a lighter note, there are now only 375 animals left in the fort.

24th sandstone
The giant bronze chappie is still standing there on a hill,
gleaming menacingly.
Time to empty those damn cages as fast as fast.
I'm building some near the place i suspect he'll come round to the
gates.
They'll also be useful for those sneaky siegers that try to
avoid the bolts.

25th sandstone
A kobold was thoroughly dismantled by our champions.
Well and truly so, we'll be cleaning the bits up for
ages. Years, knowing the average efficiency of these damnable
lowlanders. Our towering metal adversary is still standing in a very
impressive pose.

26th sandstone

Oh no, he moved.
He's moving incredibly fast as well, you can hear the sounds he makes, like a huge gong or bell. Each stride is about fifteen yards long.
He's only about a mile from the gates, so he'll be here in a few minutes
(Four. Frames. A. Second. Next time I sign up I'm getting a damn supercomputer.)

27th sandstone
Someday I'm going to have someone clean up every last scrap of rubbish from the fortress and then I'm going to smash it up into tiny little pieces so small you can't make them any damn smaller. Then I'm going to smash them some more just to see if they really can't get smaller.
And then I'm going to sell more of it.

28th sandstone
Today we captured another gigantic bronze machine-god in a six foot tall wooden cage.
I hope you're happy now, reality.
The king consort is incredibly happy now that we have two vengeful and almost invincible metal monsters in aged wooden cages.
I think I'm the only sane dwarf.

OOC:
Two of the most dangerous creatures in the world are now stuffed into tiny cages in the second most badly managed fort in the world.
(third if you count catfortress.)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **March 10, 2009, 12:52:19 pm**

Don't worry about that - the cage is Endok's crafting, so it'll work just fine.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **March 10, 2009, 02:26:18 pm**

I'm now desperately trying to finish the world's slowest fortress tonight.
I'm obviously insane because I still want another go when round whatever opens up.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **March 11, 2009, 01:58:26 pm**

29th sandstone
Well, with all that finally over I can go back to my holiday, and this time I'm not being interrupted!

21st timber
Someone woke me up from my nap to tell me that one Lor Melbildeler has trained to such absurdly high levels he is now considered a legendary champion.
In MY day a champion had to go out and behead his own troll, not like nowadays, oh no...

1st moonstone
I have but three months remaining to accomplish what I have been asked to do.
Eh, I can do it later.

13th moonstone
Another cowardly Kobold was dismembered by our champions, leaving a rather nasty mess over Nist Akath yard.

21st moonstone
The work on the "hand-guard" part of the window has begun, along with the construction of the steeple.
I hope I'll be able to roof it with copper or bronze.
(For the record, the tower is 5X7)

25th moonstone
Only 360 animals wandering around now, a decrease of some 200 animals.
Unfortunately, I think the butcheries are a little clogged with decomposing animal matter

28th moonstone
Apparently all the kobolds who hate their dead-end thieving jobs and their miserable lives come here to commit suicide.
Another one of the little vermin decided to stroll past a champion today, and for his pains was flung into a wall.
Then he was throughly mauled by a pet hippo or something.
For creatures so large and squidgy, they're rather vicious.

1st Opal
Only 2 more months of strangely slow time left in which to govern these soft lowlanders. I shall be glad to be free from rule again.
I received a letter from that babbling lunatic nephew of mine, Oddom the Odd. It was, of course, all backwards and in some archaic dialect of Deep Mountain Old Dwarvish. Probably one of his damn voices he claims to hear. He was asking me for advice, so I told him never to write to me again unless he's sane.
Damn youths, in MY day insanity was a real problem. Not for the maddwarf, but for anyone in the near vicinity, especially if the said bonker was a woodcutter.

5th Opal
Work on the first floor of the spire is going well.
I think it will be about four or five levels of diorite wall, followed by however tall the bronze/copper roof will be.
Even from here, I can see that the roof of the abbey is a hive of activity.
Speaking of the abbey, it is really more of a cathedral or church, as an abbey is a large dwelling for monks or nuns to live, whereas a cathedral is a large centre of worship where the administration of a local area's religion is housed.

This means we need a Bishop of Rakust.
Either that or we make underground cloisters for monks of Rakust.

8th opal
The second floor of the spire is starting construction, along with the hilt of the "Sword" After this, there is only one levels left, the last being a single window in red.

9th opal
I just realised I haven't obeyed a single mandate or demand this year. Jools is predictably fuming, along with the other nobles, as they all worship a different god. The King is pretty happy though.

12th opal.
A marksdwarf just had a baby. Great. Another dwarf who'll never see the honest granite of the mountains, nor feel the freezing gales and heavy snow. Oh well, twelve years and I'll have them as a hauler or something.

21st opal
Just over a month left until I finally get to hand this place over. Then I can get back to stockpiling tobacco whilst Kaziri is busy. Mwahahah.

3rd obsidian
Not long left to complete as much of the spire as I can. Twenty-seven days, I think.

12th obsidian
The dwarves are working slowly to infuriate me, I know it. I haven't even got any scaffolding up. At least the window on this level is finished.

15th obsidian
Only a half-month left now. Just over a fortnight, amusingly enough.

20th obsidian
I'm beginning a countdown, that's how happy I am to be free of this leadership. Next time I get asked I do hope I don't have to keep building something. I doubt the odds are in my favour.

24th obsidian
the second floor of the spire is finished, and my scaffold is finally going up. More good news, I'm ready for the cartographers.

25th obsidian
CAN THE LAZY DWARVES OF ABBEYVERSE DO WHAT I WANT IN 5 DAYS?

27th obsidian
YES, THEY CAN!

1st granite
My rule is finally over, and the messengers and cartographers arrive soon. Wonderful. Time to start mopping again.

Finally finished.
map and save up soon, I hope.

DAVE THE SAVE: <http://dffd.wimbli.com/file.php?id=889>

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **March 11, 2009, 07:24:09 pm**

And the map:

<http://mkv25.net/dfma/map-4989-abbeyverse>

In dire need of Points of Interest! ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **March 12, 2009, 12:26:38 pm**

I added some, pointing out everything I achieved in the Great Snooze of '68.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **March 14, 2009, 03:28:13 pm**

Say, Kazindir, would you mind taking your turn ahead of mine? I just got control of Halltraded a day before Maggarg finished, and I really don't want to try to deal with two large succession forts at the same time! :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **March 16, 2009, 05:40:26 am**

I had to try to cope with the eternal halls as well.
Not nice.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **March 16, 2009, 09:23:42 am**

Quote from: Keldor on March 14, 2009, 03:28:13 pm

Say, Kazindir, would you mind taking your turn ahead of mine? I just got control of Halltraded a day before Maggarg finished, and I really don't want to try to deal with two large succession forts at the same time! :D

Sure - I'm pretty busy this week but should be able to get started. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **March 17, 2009, 12:51:20 pm**

Great! Hopefully I'll finish my Halltraded turn before you finish your Abbeyverse turn... ::)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **March 17, 2009, 12:55:33 pm**

I don't know what Halltraded is like but I think thats a fairly safe bet. ;)

Downloading now.

/edit Wait what am I doing, I already have the save from doing the map!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **March 22, 2009, 09:28:06 am**

1st Granite
Found a note from Keldor today, saying he's going to be busy for a year, have fun. He's nowhere to be found and Maggarg has grumpily slunk off somewhere again to splutter to himself in peace. Hmmpf.

The stockpiles are still as stuffed as ever, with enough food and drink to feed the fortress for about a decade stored near the kitchens. The butcheries are clogged up with discarded animal parts and there are still hndreds of unowned creatures wandering the halls. There is a massive gem window occupying most of the eastern end of the Abbey, the mechanics are complaining that half the floodgates are "stuck in the walls", whatever that means, and the Duchess Consort is shrieking about not only wanting an Adamantine door on her tomb but also two more nonspecific things made from adamantine. We still don't have any.

Dwarves keep grumbling about a lack of work as well. Seems so much effort was devoted to the Abbey that all else had been adandoned and forgotten, so when the current plans for the Abbey were completed no one had anything else to do.

10th Granite
A vile force of darkness has arrived! The marksdwarf squads seem to have vanished, we have a lot of close combat chamions but only a handful of marksdwarves now. The first 4 people to come and moan about no work were drafted as new marksdwarves - of course the complained about being employed as well - and everyone sent to the gates. The area before the gate is still littered with decayed goblin corpses, battered armour and bent bolts from the last years so I don't know why the goblins think this year is going to be any different.

They are coming from the south again - the south wall should have battlements placed all along it really but no time for that now.

13th Granite
Crossbowgoblins, riding beak dogs. They're trading bolts outside the western Hopefully their aim will be rubbish, they are goblins. Half of the The marksdwarves have decided it's time for dinner and have headed off, leaving the champions behind the arena.

17th Granite
Some jaguar cubs were born in the main hallway earlier.
I've just approved a lot of new work orders so hopefully epeople will stop moaning about the amount of work available. Also, the goblins are gone - no sign of the elves yet either.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **March 23, 2009, 02:50:17 pm**

Went for a walk outside today, not sure why, the sun was terrible. Anyway, the amount of goblin debris along the western road is colossal! Tonnes of slowly rusting iron poke out of huge heaps of decaying corpses - I wonder if that is why the elves never showed up?

Ordered a lot more trees to be felled to fuel the smelters and told the blacksmiths to get melting down all that goblin rubbish to reclaim the iron. The military could do with new equipment and half the guard still have only partial armour. Someone suggested the underworks of the Abbey could be expanded into nice rooms to take advantage of the waterfall (if it ever works), which sounds like an idea.

Full employment has been reached again, with dwarves picking through the debris, chopping trees, mining and building and a bone carver killed kobold at the western gate. There are tonnes of bones both in the bone hoard and lying around outside the walls, so he must have been rather keen for kobold bone.

1st Slate
The first day of the month and a metalsmith called Ilral has been taken by a fey mood.
There's a funny smell coming from the rubbish pit again and there is a large amount of freshly felled wood outside waiting to be picked up. It is both amazing and scary watching Vucar chop trees, for every log a peasant can haul she's felled about 5 more trees.

8th Slate
"Jools" just had the hammerer kill the Fortress Armourer for failing to make him some useless trifle.
I don't know who is going to make the armour now.

10th Slate
Dining rooms, bedrooms and storage, that is what will lie beneath the Abbey. I think we might need to find some more gold.

14th Slate
Duzudesh, "Smearskinned", a Golden Grate. Encrusted with fire opal, studded with gold, decorated with elephant and chimpanzee leather and encircled with bands of giant cave spider silk and candlenut, it is adorned with hanging rings of gold and turtle shell and menaces with spikes of turtle shell.

Ilral Astelvabok has been hailed as a legendary metalsmith!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **March 24, 2009, 07:57:17 pm**

Today I learned something about bonecarving. Bone leggings might not sound a feasible idea but apparently they are perfectly servicable, according to one of the legendary bonecarvers anyway.

One of the new reruits had a tantrum today in the dungeon. For some reason she was singled out by the Duchess for 96days in prison for

failing to create that blasted mythical adamantite door and hasn't been fed for most of the last week. I've told a random animal caretaker to stop taking care of animals (we have more than enough already, thanks very much) and start taking care of dwarves.

It's the second of Felsite and the Duchess Consort has given birth to a baby boy.

In celebration, I made some dog bone bolts. Ok, maybe I was going to do that anyway.

Vucar has made a start on the trees near the north gate, although there are still dozens of logs needing collecting by the west gate and little progress has been made on actually either making much charcoal or melting anything.

The mechanics have finally managed to free the floodgates from the wall. It took a lot of effort and a random cat decided to give birth on the stairs up which didn't help in the slightest, and one of the gates fell over dramatically, scoring a deep gash in the floor. It'll have to be resmoothed, although luckily no one was squashed.

One of the new recruits flew into a berserk rage, was arrested and imprisoned for a few days and has been released. I worry, he was supposed to be a marksdwarf but I think I'll add him to the champion squad so they can keep an eye on him. Berserkers are dangerous and not just for the goblins.

Haulers are having to take enormous detours round the mining tunnels in order to reach fresh diorite for the abbey, so Valter has headed off to dig a more direct route. Might just build a masons workshop down there as well, we'll be needing a lot of diorite doors as some point as well...hmm....unless we go for something non-diorite. I think we have about forty rock salt doors lying around unused somewhere.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **March 25, 2009, 11:05:05 pm**

Smearskinned?! I don't even want to know where he came up with that name. The King Consort says it reminds him of the Queen, skinning peasants and having blood smear all over. I don't want to think about that either.

What do you mean floodgates stuck in the wall anyway? And why do I think Endok was involved with that somehow?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **March 26, 2009, 04:21:00 am**

They were all stuck in an open position and no matter how hard the levers were wiggled they didn't close again.

There was a fair bit of lever wiggling done by various enthusiastic mechanics and then I resorted to rebuilding the steps in and removing the floodgates to replace them. They removed ok (out of the wall!) but one of the floors became mysteriously unsmoothed in the process. (It was probably never smoothed in the first place though... ;))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **March 28, 2009, 10:15:23 am**

Ach, mechanics.
In *my* day...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **April 01, 2009, 10:39:40 am**

I was kind of expecting an april fools day update.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 02, 2009, 06:29:12 am**

Sorry. :D

Things at the Abbey are ticking along, slowly but surely. No one has fallen into the pit yet despite the gaping holes in the sides littered with rock and leading to the dank and soggy soil tunnels beneath the Abbey. Health and Safety would be most impressed, if the carp hadn't eaten the entire department before they reached the fortress.

A large amount of diorite flooring and walling is going on in an effort to make it much more habitable. The difference between water dripping from a soggy soil roof and a designed waterfall over through an honest stone roof is plainly obvious but for some reason next to impossible to explain to non-dwarves. They're so dense some times!

Currently the masons are refusing point blank to venture into Issha's Cavern to build a flight of stairs, even though Issha is still safely caged. We'd know about it if she wasn't, as the way things are at the moment she could wander almost straight into the main halls if she were free. But no, some of the masons even claim to have seen a shadowy figure messing about near the cage from the observation window. I despair sometimes, I really do.

At least my workshop is finally complete though. We seem to go through an awful lot of mechanisms and we have a large stockpile of microcline and sylvite lying around. Near useless for serious construction, servicable but horribly coloured. Goblins would never take a fortress with entirely baby-blue walls seriously. The stuff is perfectly good for mechanisms though.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **April 02, 2009, 10:31:59 am**

Dammit, where's my pipe!
Blasted upstart mechanic.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 02, 2009, 05:59:27 pm**

One of the guards gave birth to a baby girl today.
On the other end of the scale, the existing tomb complex is almost full, so plans for an extension have been drawn up. Proper resting

places for the inhabitants is an essential for any mountainhome.

I've been stuck in a meeting with a bunch of farmers for over a week now. They're unhappy about the lack of farming work available, oblivious to the huge mounts of unprocessed food we already have. They didn't seem to like the idea of picking up masonry.

On the good side though, one of my cats gave birth to several kittens in the middle of the meeting room table.

11th Hematite and an elven diplomat has arrived. Shortly after, the humans from Xakimong arrived as well with their wagons and far to the west, goblins have been spotted.

Keldor is somewhere in the mines doing something and I'm sure the pile of tobacco by Issha has shrunk a bit.

A champion Axesdwarf was slain by the goblins who managed to breach the western gate. They didn't make it past the arena though. Well, a beakdog did, making it to the inner moat but it was fleeing for it's life in the wrong direction, so I don't think that counts.

The leader of the new marksdwarf squad, , complained that she couldn't really get any good shots from the battlements of the western gate when the goblins were really close as to be almost underneath her. She might have a point actually, although I'm not sure why no one pointed this out before.

Unib, leader of the largest hammerdwarf squad also wants more tables and chairs in Nist Akath Yard, so the troops can eat there during sieges instead of having to go all the way to the main halls.

Endok proudly (and loudly) announced he wanted to be known as a stoneworker from now on. I don't know why and I'm not going to ask.

One of the former farmers has withdrawn from society and locked himself into the Bonehoard. The housing, dining and waterfall structures under the Abbey are slowly taking shape and some work has been done on the spire.

No one seems to know what the spire is actually supposed to look like but everyone agrees that leaving it open is not a good idea.

A vile force of darkness has arrived!
Again.
A horde of mounted crossbowgoblins near the Abbey, with some more down to the southwest. I hope the guard do better this time than they did last time.

An engineer gave birth to a beautiful baby girl today, up by the north gate. Amazing what looking at goblins can do.

The north gate has been sealed for now. Clearing the goblins if they don't leave themselves may prove harder than first thought as there is no protected spot to attack them from on the north side of the bridge, only on the south side. Which means that the goblins will have to be let in before they can be killed, possibly not the safest of plans.

Urist Dodokginon has grown to become a Hippo!

That really confused me when it was first announced.

It's the 4th of Sandstone and theres still been no sign of the dwarven caravan. I guess merchants aren't keen on running the battlefields and the goblin gauntlet.

The first horde of goblins from the south has been ably, if messily, dispatched by the champions, with another one that appears to have become all apathetic and are just milling around to the far south east of the swamps.

The farmer has reemerged, brandishing a very small hammer.

Sidnokgol, "Charriddles", a Magnetite Toy Hammer. Encruster with magnetite, studded with gold, decorated with cedar and candlenut and encircled with bands of magnetite, the object menaces with spike of magnetite and cave spider silk.
On the item is an image of a Kapok in giant cave spider silk.
On the item is an image of Blizzardjoined the Magnetite Flute in goblin bone.
On the item is an image of Orbrogue the Pigtail Mask in gold.

The King Consort has proclaimed him a legendary engraver. The dwarf has cracked, although making spikes out of cave spider silk is a good trick.

Pairs of goblins keep attacking the north gate before being driven off by the marksdwarves on top of the bridge. Between the new recruits atrocious aim and the raised bridge getting in the way, very few of them have actually died so far. The few that did were down to Bomrek - I'm fairly sure she hasnt missed in years.

Some new walls have been build near the bridge and great tower, restructuring a little to cover the various tunnel entrances to block off

goblin access should the bridge be breached or lowered. The goblins have withdrawn just out of bolt range from the bridge now, so no one is firing in either direction today.

I hope the goblins don't think we have a shortage of bolts, or food for that matter. Between the Bonehoard and the food stockpiles we could keep this up for decades.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **April 03, 2009, 10:15:34 am**

We've got plenty of super-high pressure water just waiting to kill people.
Use it on them before it breaks out and kills us.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 08, 2009, 04:51:24 am**

The water is flowing freely and no one is in danger of drowning. Everything is under control, please remain calm.

Kazari has been comforted by a wonderful waterfall recently

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 08, 2009, 01:58:49 pm**

Quote

The marksdwarves moved to the overwatch span and the north gate was opened.

The marksdwarves then decided it was time for bed and all except one promptly left. Vucar, the only dwarf actuall willing to do ther job, is alone and rather unhelffully decided to bring only one bolt with him.

A planter has been taken by a fey mood and several of the crossbowgoblins have been dismounted and generally bashed about by some of my traps on the bridge. Vucar is taking potshots at them as well but most of them are withdrawing.

The champions are pursuing and will hopefully kill off the hammergoblins without further incident.
Hopefully.

The masons have drawn up so many masonry plans that I don't know what is being built now. I have a sneaking suspicion they don't know either - between the Abbey and the walls there are masons running all over. At least no one has complained about the lack of work for a few months now though.

The last of the goblins has been driven off and the siege has been broken.
One of the champions was slain in the beakdog charge and has been laid to rest in the Halls of Echoing Repose.
Which reminds me, the extension to the Halls is coming along nicely, almost all smoothed and engraved now.

A goblin snatcher was spotted and chased off through the western gate today. The champions doing the chasing found a whole ambush waiting but took care of it without incident.

Tested the waterfall today and it seems to work. Still a fair bit to finish so it may be some time yet until we can have a grand opening. Omega gave the mechanisms to the hatches a good workout.

The cave river in Issha's Cavern is filling up nicely, although the pumps have been turned off again after a retaining wall collapsed. The masons say it wasn't even finished properly!

The masons building the northern bastion have finished the first layer, so enemies approaching the north gate can now be shot at from behind the relative safety of the fortifications. A bridge links it to the Great Tower, with a lever inside the Tower to retract the bridge. Perhaps a second floor with a barracks and dining area would be good, with practice targets on the ground floor to allow marksdwarves to live and resupply there without having to traipse over to the other side of the fortress. There is a well on the ground floor, or will be.

Food and drink has been moved to some of the completed storage areas under the Abbey and the waterfall reactivated.
It's all going surprisingly smoothly now and no one has drowned or even fallen in, depsite the current lack of bars.

The year has ended and a new one has begun. Time to find Keldor.

This fortress is getting rather Gormenghast-y ;D

Save (<http://dffd.wimbli.com/file.php?id=958>)
Map (<http://mkv25.net/dfma/map-5408-abbeyverse>)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **alphawolf29** on **April 08, 2009, 05:50:30 pm**

I think i'm ready for my first succession game, so sign me up for a turn (Is someone taking a turn now or?)

Edit: In the event that it is my turn next, i have started.

edit2: Sorry, the fort is so huge my computer drops to abysmal FPS, resulting in one day taking around 22 minutes. un fortunately i do not have 133 hours to devote to this fort.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 09, 2009, 03:57:22 am**

Ouch. :o

Kulettogum moves with dignity although it's not nearly as slow for me.

I usually do it as a background task, putting in a load of orders and then spending time writing it up whilst it runs, reading forums,

watching telly, planning further gigantoexpansions etc. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **RavingManiac** on **April 09, 2009, 11:57:37 pm**

Regarding Issha's cavern - the goblins are dropped into the river and expected to swim to riverbank to be killed by Issha, but what if they swim to the opposite side of the river?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 10, 2009, 08:45:39 am**

Then they live out the rest of their natural lives as part of a peaceful community.

Damn. :D

I guess some little mining of a (non-topple-able) tunnel, maybe at the current east end of the cavern might be in order to get round!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 11, 2009, 06:17:02 am**

Maybe just a bridge....

Or, we have 2 colossi, right?

And I guess it's my turn now - darn, didn't finish Halltraded... I guess I get to juggle now!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 11, 2009, 07:01:04 am**

Excerpt from the journal of Endok Monangbesmar:

Granite 1st, 1069:

Today I discovered many wonderful creatures cramped in cages and neglected! Some of the poor things weren't even tame! I've decided that I need to tame them at once!



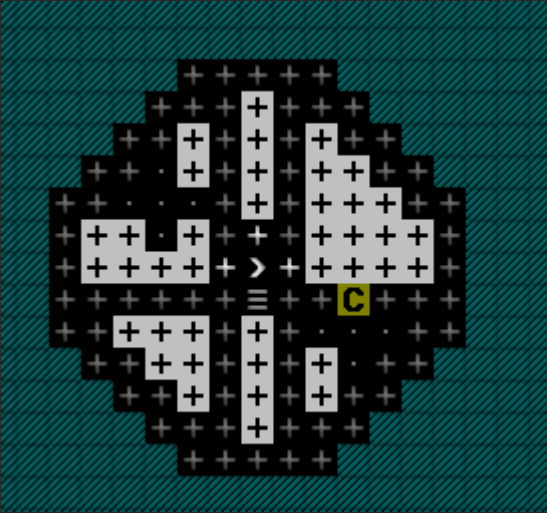
On the way up, I passed the butcher shop. It seems that we've been slaughtering creatures for food, despite the records saying that we have plenty! I will put an end to this monstrosity at once! It's almost as if the other dwarves can't read my records.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 11, 2009, 07:22:06 am**

Journal of Ustuth Elbellogem, King Consort:

1st Granite, 1069:

Duke Consort Jools Zimducim has made an interesting proposal, that we complete the top of the Great Salt Shaker. Because of his status as a Duke Consort, lowly perhaps, but not so low as the peasantry, but most importantly, because I will not have incomplete projects sullyng my kingdom, I have acquiesced to his request. Besides, it's not like the peasantry don't have time to handle an additional project.

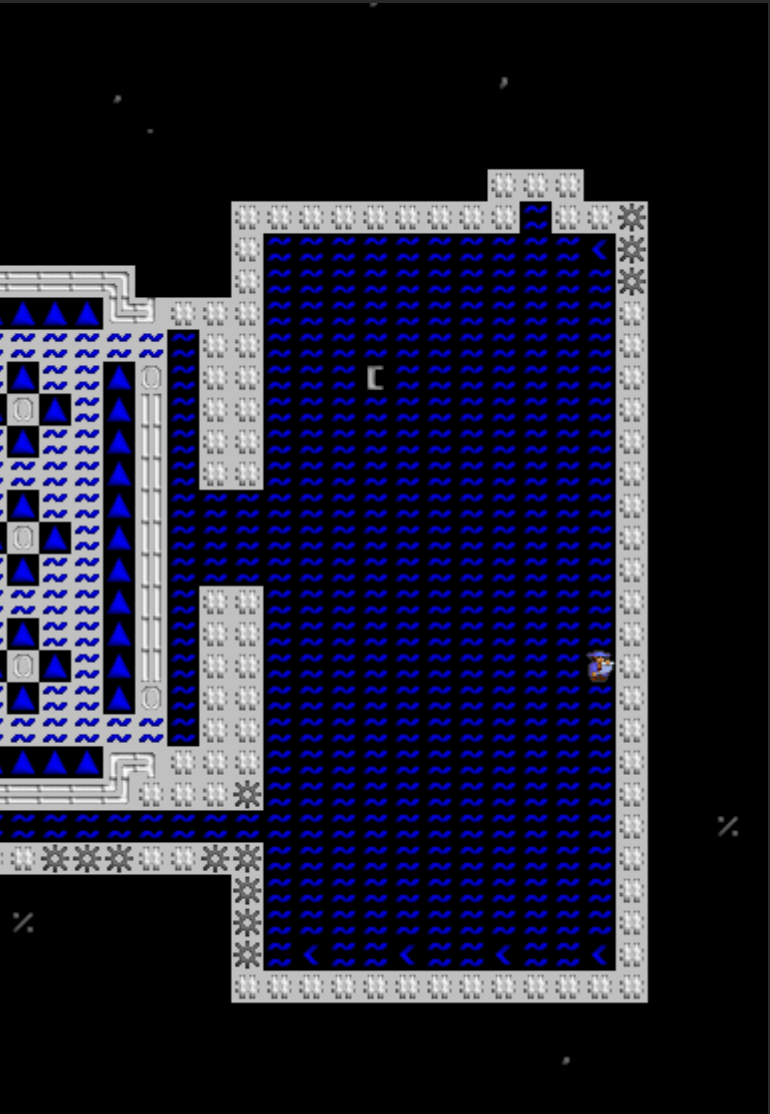


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 11, 2009, 07:40:08 am**

Journal of Endok Monangbesmar:

Granite 2nd, 1069:

Although our swimming pool is too deep for dwarves, the humans don't seem to mind. I just sighted our guild representative taking a dip. I wonder why he's not discussing trade agreements?



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 11, 2009, 02:14:42 pm**

Quote from: Keldor on April 11, 2009, 06:17:02 am

Maybe just a bridge....
Or, we have 2 colossi, right?

I thought bridges were destroyable? When the colossus is released she'dd be found to destroy anything she can as a first order of business.

I think we do have another bronze colossus somewhere though. :)

/edit Noooo, don't stop the fps-saving-slaughter-efforts!

I think the Human has been there sobbing and having flashbacks since one of the sieges. Although I think the humans arrived and left ok last summer, it was "just" the leves and dwarves that nevr showed up. :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 12, 2009, 09:03:03 am**

By bridge, I meant more in the strip of floor spanning the river sense. They can't destroy constructions ;D

Come to think of it, I'll want to make sure there's a ramp up from the river, since it wouldn't be the first time I've seen megabeasts "dodge into" a body of water - I seem to recall that happening a while ago during an epic fight against one of our mules...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 12, 2009, 09:48:54 am**

Are you sure? I've seen big monsters topple floors before just like they do statues - although that might have been a titan rather than a colossus. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 15, 2009, 04:06:56 pm**

Journal of Ustuth Elbellogem, King Consort:

7th Granite, 1069:

That lazy beardless peasant miner, what was it? Walter? Dug a mere cubit through the earth for the power interconnect project before calling it a day! What would my sweet tootsie think? She'd have a fish dissector show her how to dissect him alive, that's what she'd do!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 15, 2009, 04:14:37 pm**

Journal of Endok Monangbesmar:

9th Granite, 1069:

The elves are here! The elves are here! Wait, that's just the diplomat. But the elves will be here soon!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 15, 2009, 04:33:22 pm**

14th Granite, 1069:

The elves are here, and they brought lions and a hippo! I hope Goden gets to the depot soon, I can't wait!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **April 16, 2009, 07:30:23 am**

Ach, damn animals, gettin' under mah feet!.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **April 21, 2009, 01:14:00 pm**

Helloooooooooo?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 22, 2009, 12:14:55 am**

17th Granite, 1069:

Vulcar and his crew have been complaining that the water in the swimming pool is too deep, and that this is making their engraving job impossible. I wonder what they're engraving down there? For my part, I'm helping bring our goods to the trade depot, so we can trade for some of those marvelous animals the elves brought.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 22, 2009, 12:30:05 am**

20th Granite, 1069:

Bomrek Whitenesspaged the Humorous Blade of Banners has officially been recognized as a champion! When Jool's butler went down to the archery range to tell her the good news, Bomrek's little son, Dumat Keyelders, apparently shot him right in the eye with his toy crossbow! That little baby will be quite a marksdwarf one of these days!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 22, 2009, 12:39:52 am**

21st Granite, 1069:

Kazari has been hard at work setting up the mechanics for the power train unification. Following her around as she works with the gears and axles is none other than Kivish Aceglazed, one of our mechanics, who has been trying to get a meeting with her to talk about the scarcity of jobs lately. A bit odd, if you think about it.

[OOC]
So, we have Kazari, who's also a mechanic, hard at work, while Kivish follows her around complaining of the lack of mechanic jobs, despite the fact that there are jobs right there that he could help Kazari with..... Dwarves...
[/OOC]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 22, 2009, 12:56:28 am**

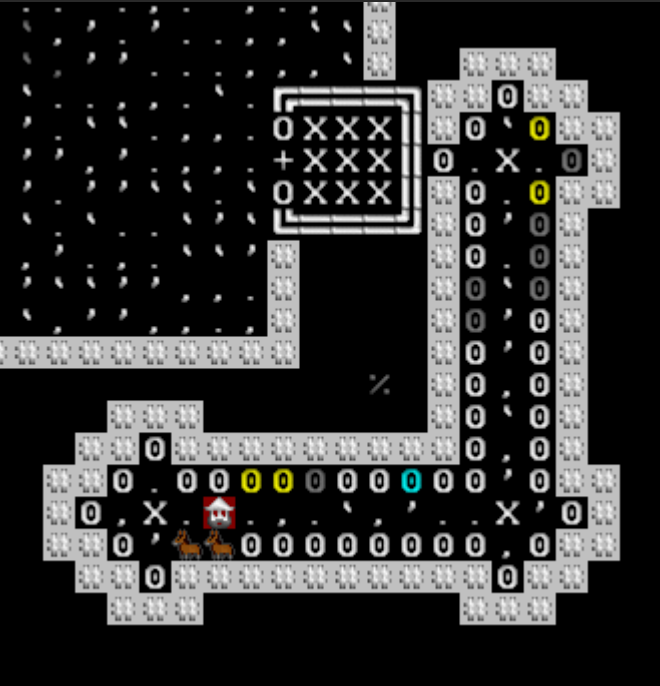
24th Granite, 1069:

Goden has finally concluded tradeing with the elves. We got two lions, a hippo, and a siamang, along with several barrels of booze. In return, the elves got some used goblin clothing, and a few stone trinkets.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 22, 2009, 01:20:21 am**

2nd Slate, 1069:

Atír Muthirkeskal, one of our miners, was just discovered dead in the old graveyard. She appears to have died of thirst. Very spooky.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 22, 2009, 09:17:39 am**

Quote from: Keldor

2nd Slate, 1069:
Atír Muthirkeskal, one of our miners, was just discovered dead in the old graveyard. She appears to have died of thirst. Very spooky.

Someone found dead in the tombs under mysterious circumstances you say?

Hmm.

Goes and has a look through the archives

Quote from: The Archives

16th Hematite, 1059
Etur Cattenestun, one of the speardwarves, was found dead in the tomb today. Looked like he'd starved to death. What was he doing down there in the first place?

Quote from: The Archives

...there are other haunted areas of the fort, such as a part of the tomb complex and the old bridge...

Quote from: The Archives

Another was found dead in the tombs today, this time of thirst.

Quote from: The Archives

23rd Sandstone

The river runs red with blood, and no one can tell me quite why!

Quote from: The Archives

...And still that empty one on the north road haunts me. I swear I saw smoke this-morning.

Quote from: The Archives

5th timber
And verily did the beasts pour from the far watch-house,
and the slimy creatures did swim 'pon the slimy river
WATER, WATER! All beginnings lie in the seas, as do
many middles and ends!
Why did the gods grant us only two arms and two legs?
On they pour from the river in their multitudinous terror!
meaningless scribbles trail off into ink stains
AND! AND! THE TERRIBLE CONNECTIVE!

Eeek!

Kazari cancels meeting, hiding under bed.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **April 22, 2009, 11:34:10 am**

AND.

Maggarg the Elder cancels smoke pipe: Cowering in fear.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 22, 2009, 11:51:28 am**

Just to bust everyone's bubbles, there's a perfectly good reason that dead dwarves keep turning up there - that tomb complex is directly connected to the prisons, so dwarves are brought down to the prison, hammered, released (with or without jail time) and manage to drag their broken bodies that far back up before they finally starve to death.

To tell the truth, that's not much better...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **April 22, 2009, 03:02:18 pm**

Yeah, I worked that out before.
But shhh, it's SEEKRIT.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 22, 2009, 06:18:03 pm**

Yeah. The river runs red with blood at the drop of a hat because of light correctional hammering.
Dwarves are found as shrivelled corpses in the tomb because of light correctional hammering.
Insane and incoherent babbling fills pages of past overseer logs because of light correctional hammering.
Smoke and lights have been sighted at abandoned outposts because of light correctional hammering.
The cursed bridge is...etc

A likely story!

Kazindir: WoooOOoooOOOooOooOooOOOOooOOOoOOoOOOoooOoOooOO!
.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **April 25, 2009, 12:16:56 pm**

Oh no, a ghostly engineer!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 29, 2009, 05:41:15 am**

I did say I could haunt the place once *someone* got me killed. ;)

(Bumping for updates)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 01, 2009, 11:12:57 pm**

Excerpts from the journal of Ustuth Elbellogem, King Consort:

5th Slate, 1069:
Kulettögum, that is, the main massing of the original salt, taken by itself would have displayed a certain ponderous architectural quality were it possible to have ignored the circumfusion of those mean dwellings that swarmed like an epidemic around its outer walls. They sprawled over the muddy earth, each one half way under its neighbor until, held back by the fortress ramparts, the innermost of these hovels laid hold on the great walls, clamping themselves thereto like limpets to a rock...

I have taken to novel-writing, anything to pass the time in this dreary place. The tale is to be about the reign of Urist Groan, Seventy-Seventh King Consort of Kulettögum, his life, among the lowly dwarves of this place, and the goblin squatters living outside the walls. I think my sweet tootsie would have been proud! Were that she were still here...[here the diary trails off into a tear-stained scrawl of remembrances]

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 01, 2009, 11:16:33 pm**

Journal of Endok Monangbesmar:

5th Slate:

The Duchess Consort has mandated that we produce adamantine items! I've checked and double-checked the hoard records, but there's no record of any of the stuff ever being found! She also wants another buckler. I'll have Kazari put an order in, I guess.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 01, 2009, 11:35:33 pm**

Journal of Ustuth Elbellogem, King Consort:

6th Slate, 1069:

One of the peasantry has created a wonderful artifact, Gudikobem Limulmingtuth, or Lessentroubles the Golden Contingency, a marvelous golden idol. It's a representation of the dwarven spirit that drives the goblins away from this place, the contingency to lessen our troubles, no matter what the circumstances. It's quite a work for a mere peasant. I wonder what my sweet tootsie would think?

This idol is encrusted with rock salt, representative of the stinging wounds of our troubles, but the gold studs and elephant leather decoration show our defiance, our resolution to stand fast. The willow decoration represents our ability to bend with the times, in order to adapt to adversity.

There are also bands of gold, pig tail, and dog leather about the object. These represent golden hearted compassion, tightly woven loyalty, and hard work.

Finally, there is an image of Charriddles, the artifact toy hammer, in cave lobster shell and an image of a narrow crescent in goblin bone. The first is no doubt a reference to our brave hammerer, the second a reference to his endearing love of collecting totems made out of the skulls of our enemies.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **RavingManiac** on **May 02, 2009, 02:19:30 am**

The duchess consort wants adamantine items?

Oh dear, no doubt some unlucky legendary metalsmith will get hammered to death, unless you do ***something*** about it.

hint *hint*

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 06, 2009, 04:39:15 am**

It has been some time since we last heard from Kulettogum. Is it under permanent siege? Has Issha escaped and killed everyone? Has everyone jumped down the abbey pit rather than do any more bloody masonry? :o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **May 06, 2009, 11:01:58 am**

Quote from: Kazindir on April 29, 2009, 05:41:15 am

I did say I could haunt the place once *someone* got me killed. ;)

(Bumping for updates)

In *my* day ghosts didn't just talk about haunting, oh no! *lights pipe*
They got down to the real business of pullin' of heads and smashin' valuable windows...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 09, 2009, 12:38:10 am**

Journal of Endok Monangbesmar

9th Slate, 1069:

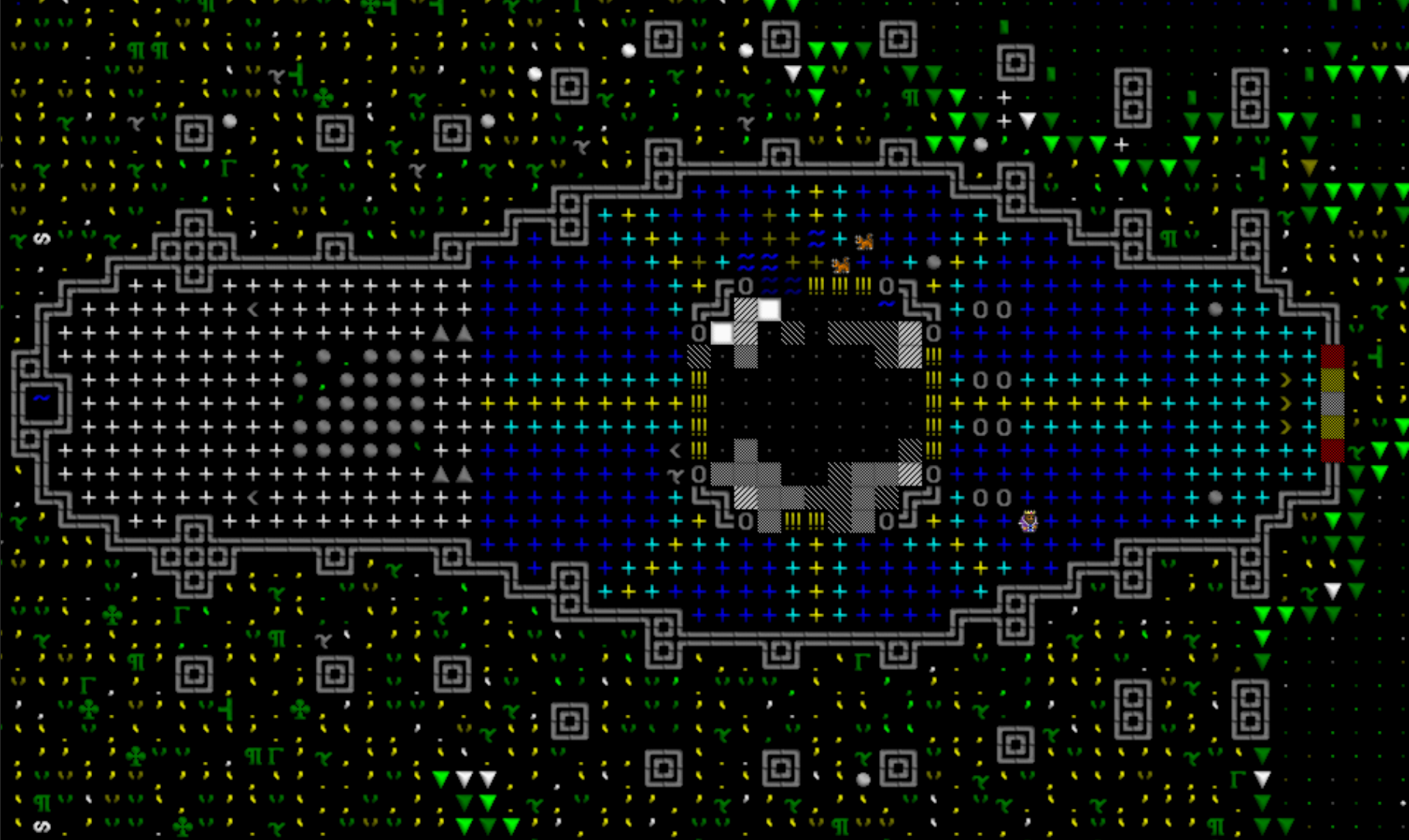
Today I noticed that someone had decided to remove the pick-your-own sunberries and grow longland grass there instead! Thankfully, they only got as far as setting up the plant grass markers, so I easilly fixed that. I like sunberries, and sunshine is even better!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 09, 2009, 01:04:53 am**

Journal of Ustuth Elbellogem, King Consort:

9th Slate, 1069:

Oh, those blathering idiots! First they build my wonderful abbey low to the ground, rather than soaring into the sky, and now their waterfall has spread mud all over my beautiful mosaic! What would my tootsie think? Oh, this is simply dreadful!



What's worse, there's a dead palm sapling poking up through the tiles by the Pit of Devotion! Moreover, there's a big hole in the floor at the back end of the abbey! Can't these peasants do anything right? Oh, times like this are when I miss my sweet tootsie the most, she'd know what to do, yes she would! But I? Well, if I stand over here, then the horrible calamity is hidden. Yes, that's what I'll do.

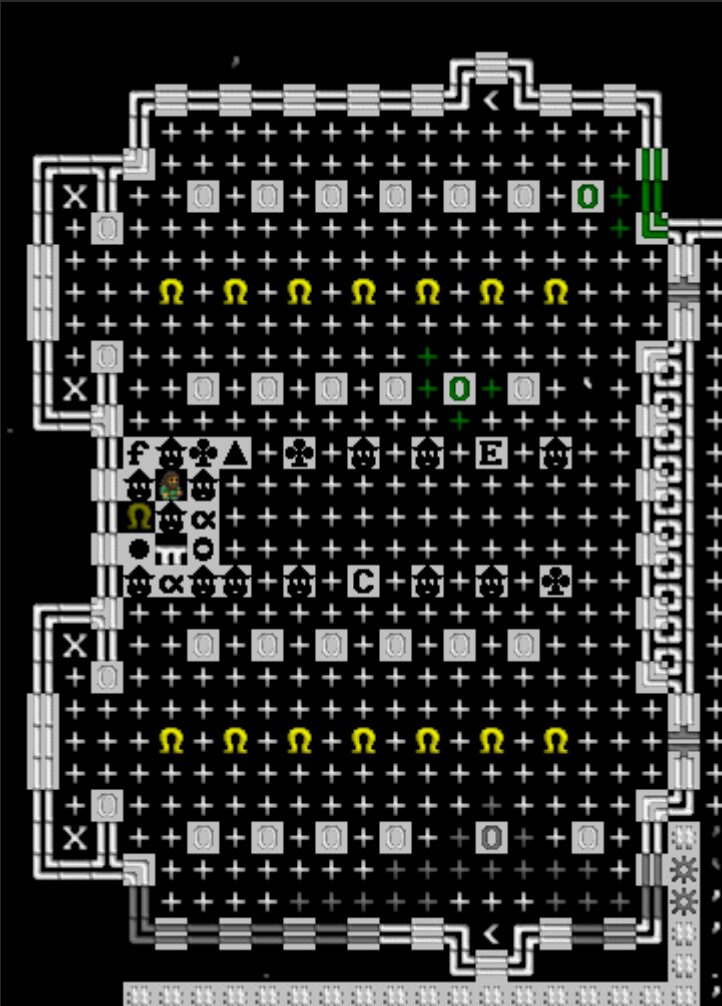
((The abbey waterfall is spilling out of the pit a bit, tracking mud all over the mosaic. A couple of the fortress cats can be seen watching the water and occasionally poking at the mud cautiously with a paw. That's the King Consort himself standing on the other side of the pit, where he can't see the mess XD

I have no idea what to do about it, I think I might just build color coordinated block roads over the muddy parts, unless anyone can think of something better?))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 09, 2009, 01:22:38 am**

10th Slate, 1069:

Oh, but this place is surely a horrible mud puddle! Why, today, I caught one of the lowly peasantry, with her filthy baby, eating on my sweet tootsie's throne! She told me that the room wasn't officially claimed! The nerve!



((And this one really was just a peasant!))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 17, 2009, 12:04:43 pm**

Journal of Endok Monangbesmar:

10th Slate, 1069:

With Kazari's help, I finally managed to get the fortress powertrain fully connected! As a result, we actually have a significant power surplus, just waiting to be used...

[Spoiler](#) (click to show/hide)



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 17, 2009, 12:17:51 pm**

11th Slate, 1069:

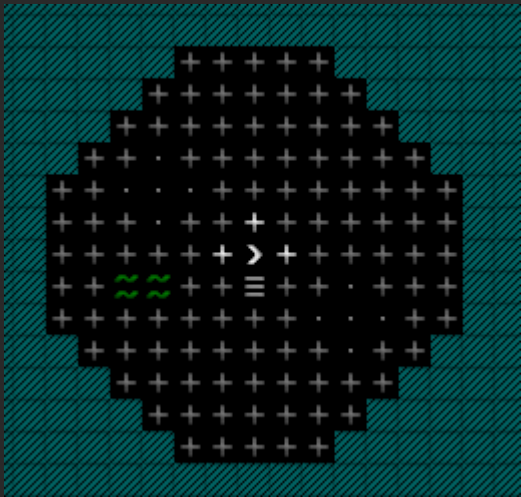
Goden, our deputy trader, was complaining about all of Jool's jaguars pouncing on her when she went to get a drink. They're sweet creatures, but I'll admit they can be a handful, especially the cubs.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 17, 2009, 12:48:38 pm**

18th Slate, 1069:

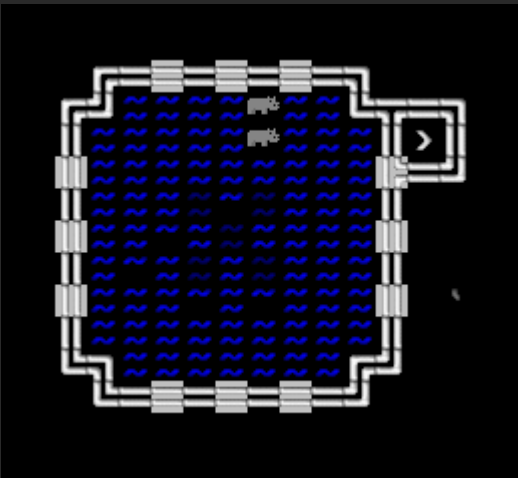
The great salt shaker has been completed! Except for the middle hole anyway, which is plugged with salt, and a pile of ash that no one will touch. In fact, if asked, most dwarves will make a sign against evil and quickly back away. Quite strange really.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 17, 2009, 01:05:04 pm**

23rd Slate, 1069:

Well, they wanted carp in the abbey pit. What they got were hippos. Silly creatures dove in to play in the water, and now they can't get back out.

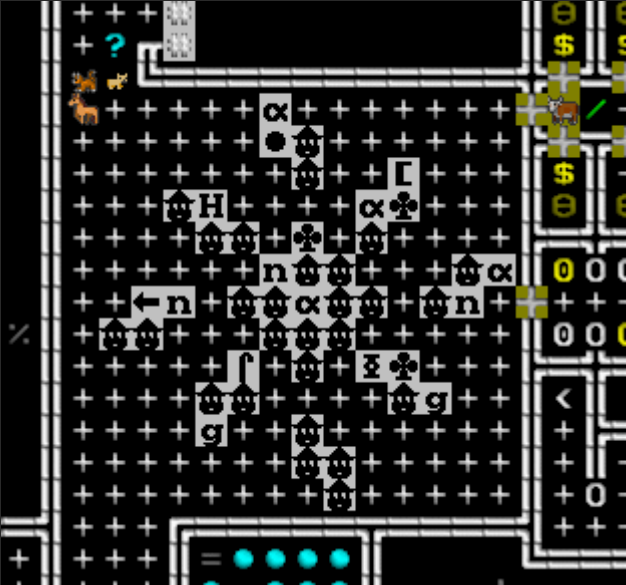


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 17, 2009, 01:55:02 pm**

7th Felsite, 1069:

I wanted to cheer up the peasantry, so I've had a nice engraving done in the entrance to the lower quarter. I would have helped with the engraving, but I was busy carving some stone blocks, and by the time I was done, the engraving was already finished! Those engravers really do work fast!

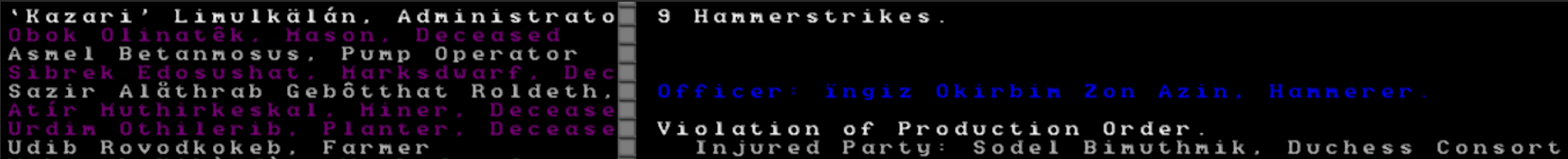
The engravings are of a inspiring nature, they depict everyday heroics that everyone can aspire to - the creating of artifacts, the slaying of goblins, and even relate the story of how my old friend Keldor, a mere planter, struck out into the unknown to build this very fortress.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 17, 2009, 03:25:04 pm**

1st Hematite, 1069:

The duchess consort is most upset that her adamantine items haven't been made, and has ordered that Kazari receive a hammering! I just don't know what to do about this!



((OOC: Yeah... uh-oh!))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **ChazzyBurger** on **May 17, 2009, 04:47:50 pm**

Erm, yeah...

Kill the hammerer :P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **RavingManiac** on **May 18, 2009, 02:48:17 am**

I warned you, but did you listen?

NOOOoooooooo.....

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 18, 2009, 06:54:32 am**

Whaat? :(

Wat did she even want adamantite mechanisms for anyway, the mad bint.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **raptor** on **May 20, 2009, 08:04:58 pm**

can i join?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 21, 2009, 08:19:09 am**

Sure. :)

Keldor needs to finish his turn first but in the meantime I'd suggest you download the last save and give it a go. Events in Kulettogum typically move with dignity (and possibly in real time ;D) so it's best to check you're happy with that first. It's reached more of a point of setting up your chosen project and letting it run, telling stories about things you notice happening whilst it's running, than actively micromanaging things.

Suggestion: There's no reason people **have** to do a full year, no reason they couldn't do 1-3 seasons instead or *somesuch* depending on time. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **May 21, 2009, 11:04:35 am**

Quote from: Kazindir on May 21, 2009, 08:19:09 am

Sure. :)

Keldor needs to finish his turn first but in the meantime I'd suggest you download the last save and give it a go. Events in Kulettogum typically move with dignity (and possibly in real time ;D) so it's best to check you're happy with that first. It's reached more of a point of setting up your chosen project and letting it run, telling stories about things you notice happening whilst it's running, than actively micromanaging things.

Suggestion: There's no reason people **have** to do a full year, no reason they couldn't do 1-3 seasons instead or *somesuch* depending on time. :)

Oh, and you'll probably go mad.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 23, 2009, 01:07:24 am**

Quote from: Maggarg - Eater of chicke on May 21, 2009, 11:04:35 am

Quote from: Kazindir on May 21, 2009, 08:19:09 am

Sure. :)

Keldor needs to finish his turn first but in the meantime I'd suggest you download the last save and give it a go. Events in Kulettogum typically move with dignity (and possibly in real time ;D) so it's best to check you're happy with that first. It's reached more of a point of setting up your chosen project and letting it run, telling stories about things you notice happening whilst it's running, than actively micromanaging things.

Suggestion: There's no reason people **have** to do a full year, no reason they couldn't do 1-3 seasons instead or *somesuch* depending on time. :)

Oh, and you'll probably go mad.

Or randomly get hammered.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **May 23, 2009, 08:05:55 am**

and die, chained up and starving in the tombs.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 24, 2009, 01:32:39 am**

Snrk Apparently the hammerer's hammer had been ordered to be dumped a long time ago - not that that has stopped him from using it...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 24, 2009, 02:02:47 am**

12th Hematite, 1069:

Today I woke up to the most horrible trumpeting. An elephant was in terror! Rushing over to see what the matter was, I discovered that Issha had been loosed from her cage, but one of our sweet stray elephants had somehow been trapped down in the cavern with her. I could only watch in horror as the colossus chased the elephant down and squashed it against a wall. Simply awful!





Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 24, 2009, 02:14:05 am**

13th Hematite, 1069:

Today, there are beak dogs being dragged through the hallways, being brought to the pit to Issha's cavern. Normally, I'd hate to see this happen to any creature, but these dog-like creatures have proven to be completely un-tamable, with truely foul dispositions.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 24, 2009, 02:36:27 am**

20th Hematite, 1069:

You learn something new every day. Apparently beak dogs are an aquatic species!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 24, 2009, 02:59:48 am**

25th Hematite, 1069:

Attempts to transfer the captured carp and milkfish to the abbey pool ended in disaster.



The carp that tore out his throat before drowning, Usendural, already had at least one kill to its name.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 24, 2009, 03:11:42 am**

27th Hematite, 1069:

You know, I haven't seen our hammerer around for a while. I wonder what happened to him.



((Just add food and water through the hole in the ceiling. Remember, if he starves, then we get a new hammerer, which will make a bee's line straight for Kazari <.<))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **May 24, 2009, 09:40:44 am**

I'm still down as the current mismanager!

On that note, I'd like a turn in round 6.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **May 27, 2009, 05:11:40 am**

Me to, me to! :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 27, 2009, 06:09:26 pm**

There. List updated!

Raptor, if you're still interested, I'll put you on the list before Maggarg, since you asked first ;-)

((No one commented on the Duke managing to get himself killed by a fish out of the water? I thought that was hilarious, even if it does mean no more fish on the map.))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 31, 2009, 03:39:13 pm**

Journal of Ustuth Elbellogem, King Consort:

1st Malachite, 1069:

The exercise room for those filthy peasants has been completed, even if they are too fat and lazy to clear out the stone. All dwarves without better things to do (Such as rule a kingdom) have been ordered to report to the exercise room between jobs. Perhaps this will get them to build the strength and speed to do their jobs faster!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 31, 2009, 04:42:08 pm**

Journal of Endok:

18th Malachite, 1069:

Vulcar, one of our best woodcutters, says the forest will grow back fastest if we clear out all the scrub. I've told our plant gatherers to get started.

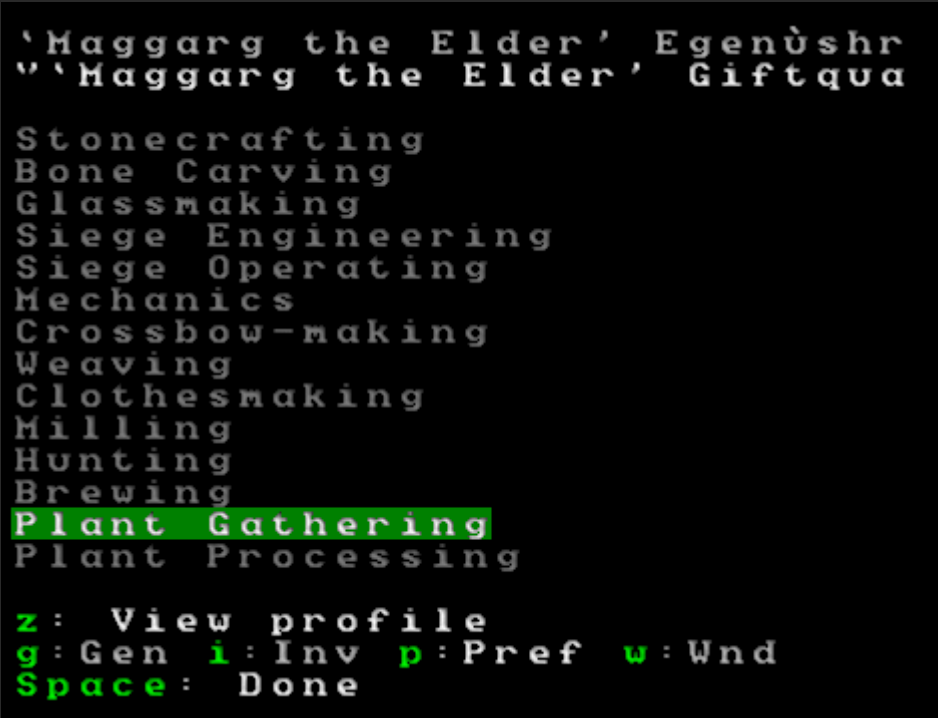
[Spoiler](#) (click to show/hide)



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 31, 2009, 05:12:21 pm**

26th Malachite, 1069:

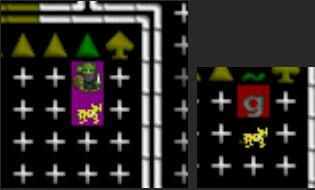
I caught Maggarg coughing, and claiming he had nothing to do. I think he really should get some fresh air, since all the dust in the mines can't be good for his lungs. That's why I've had him take up herbalism. It should do him quite some good.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 31, 2009, 05:40:03 pm**

5th Galena, 1069:

While being hauled to the pits, one of the goblin thieves broke free, disrupting workflow to a large extent! Thankfully, one of Jools' jaguars caught the creature before it managed to set off the foe flusher.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **May 31, 2009, 05:50:01 pm**

I would like to take part in this, could I get a spot in round 7?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 31, 2009, 06:09:53 pm**

13th Galena, 1069:

Issha seemed to enjoy her new goblin friends. The goblins? Well, they didn't enjoy it so much.



At least they managed to flush those beak dogs out of the water at last.

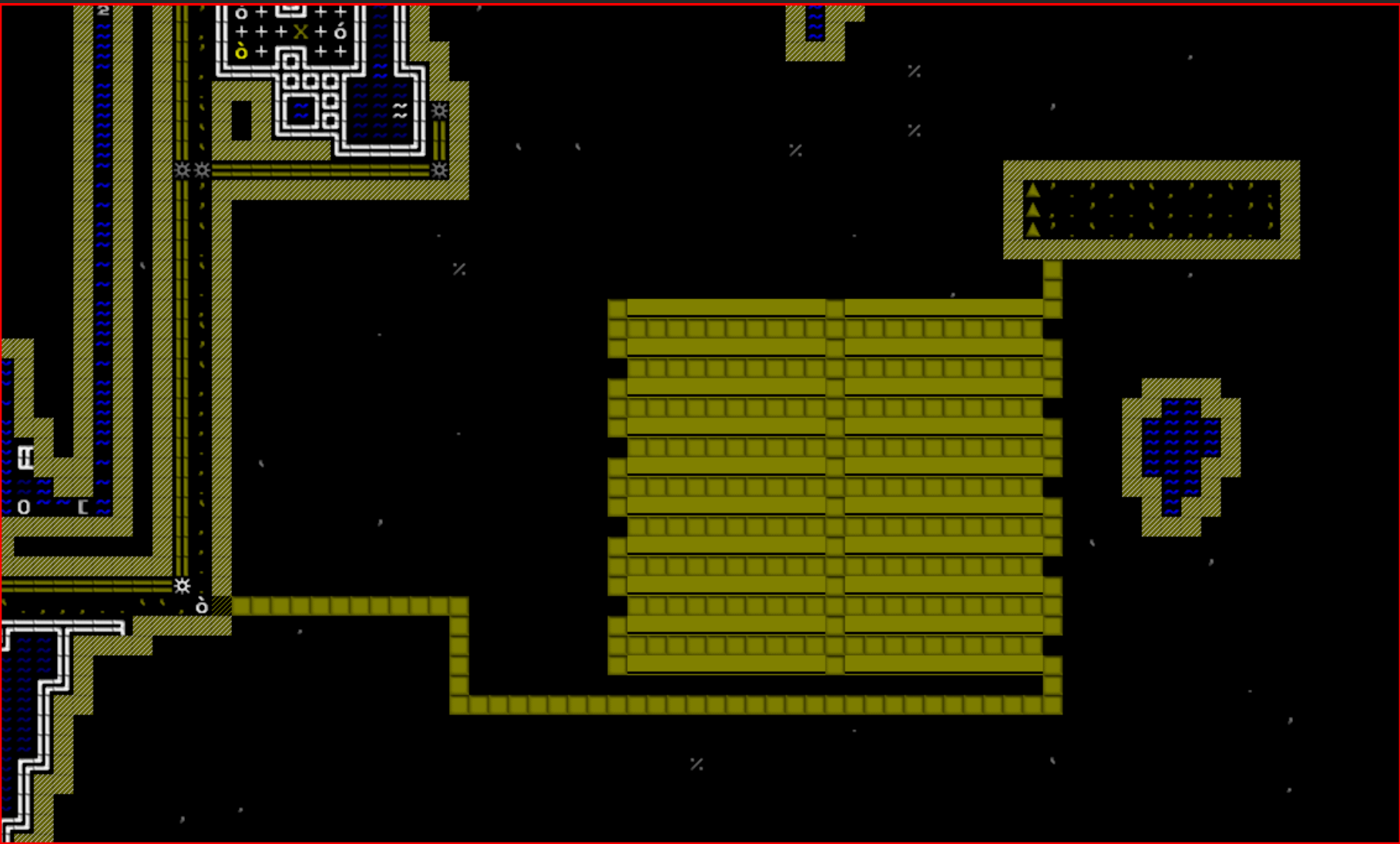
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **May 31, 2009, 06:12:11 pm**

Raptor and Heliman are now added to the list for round 6.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 03, 2009, 09:45:42 pm**

13th Galena, 1069:

I've started work on my new invention! It's a system to sort intruders by size, so that each species may be dealt with in a different manner as needed!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 03, 2009, 09:54:03 pm**

15th Galena, 1069:

Our Duchess Consort has given birth to a beautiful baby boy! The poor tike will never know his father, who died wrestling a carp that was out of the water.

Sodel Bimuthmik, Duchess Consort has given birth to a boy

The boy showed up right as she was returning to her quarters after a successful round of shopping.

Sodel Bimuthmik, Duchess Consort cancels Store Owned Item: Seeking Infant.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 03, 2009, 11:07:49 pm**

7th Limestone, 1069:

Progress on the intruder sorter goes well. We've also installed an observation room under the east outer wall tower, which will house a lever to close off the system if needed.



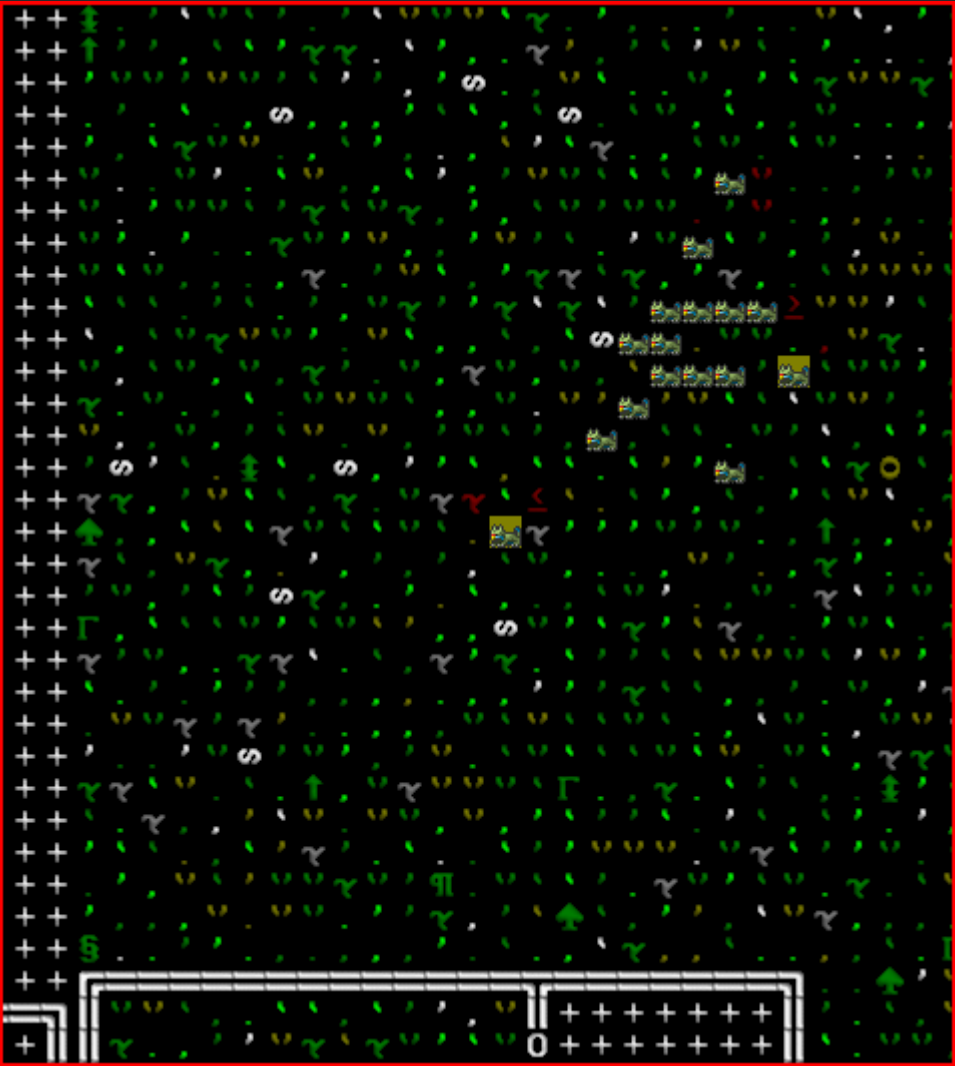
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 03, 2009, 11:19:45 pm**

9th Limestone, 1069:

We are besieged! Jools' butler says it's one of the smallest seies he's ever seen, with no more than a score and a half of them. Nevertheless, there are a handful of marksgoblins, so I'm having the military put on duty.

11th Limestone, 1069:

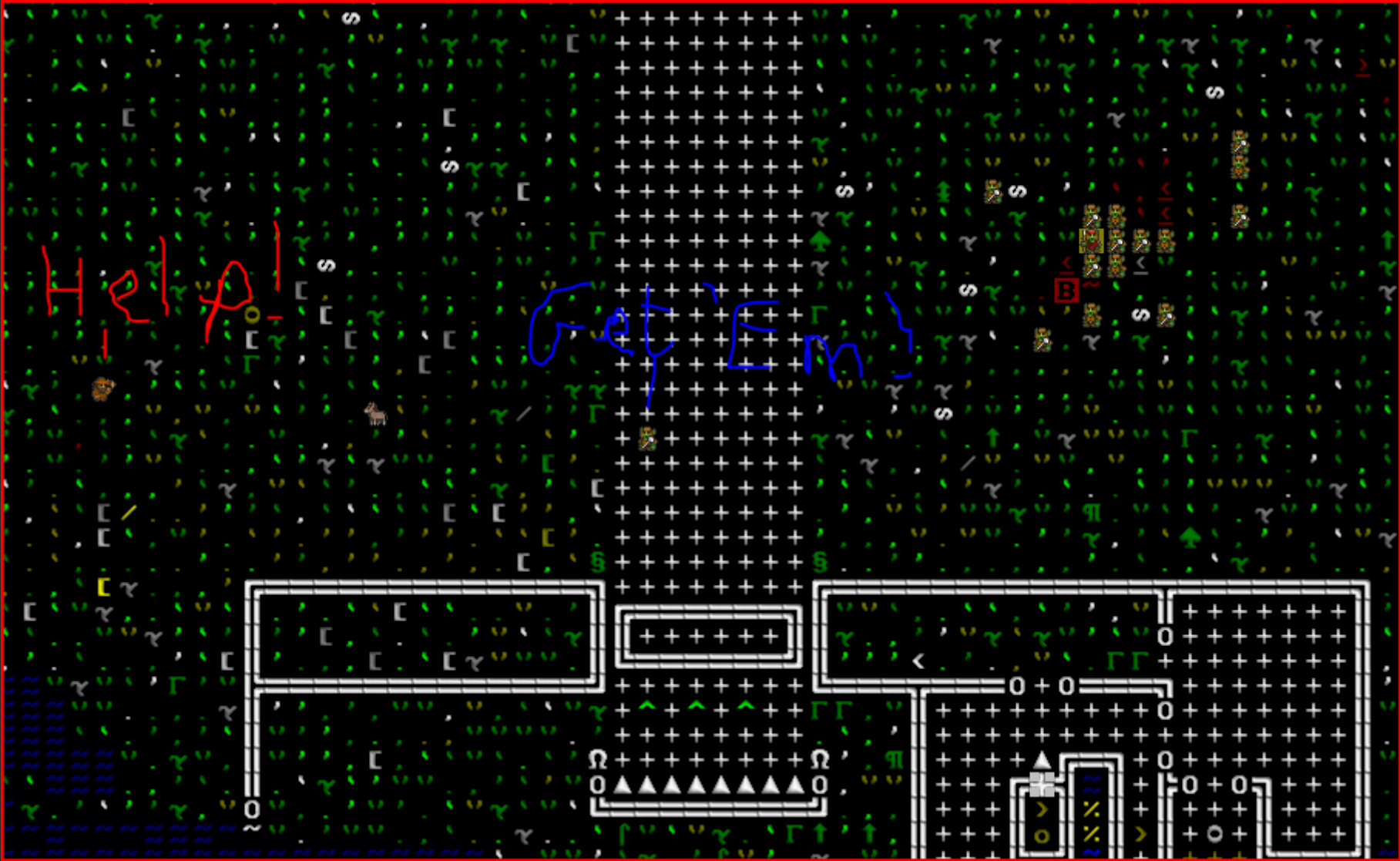
The battle has been joined! At least, if that's what you call a single marksdwarf taking potshots at the incoming goblin hoard from the safety of the northern garrison...



The rest of the marksdwarf squad has finally arrived!

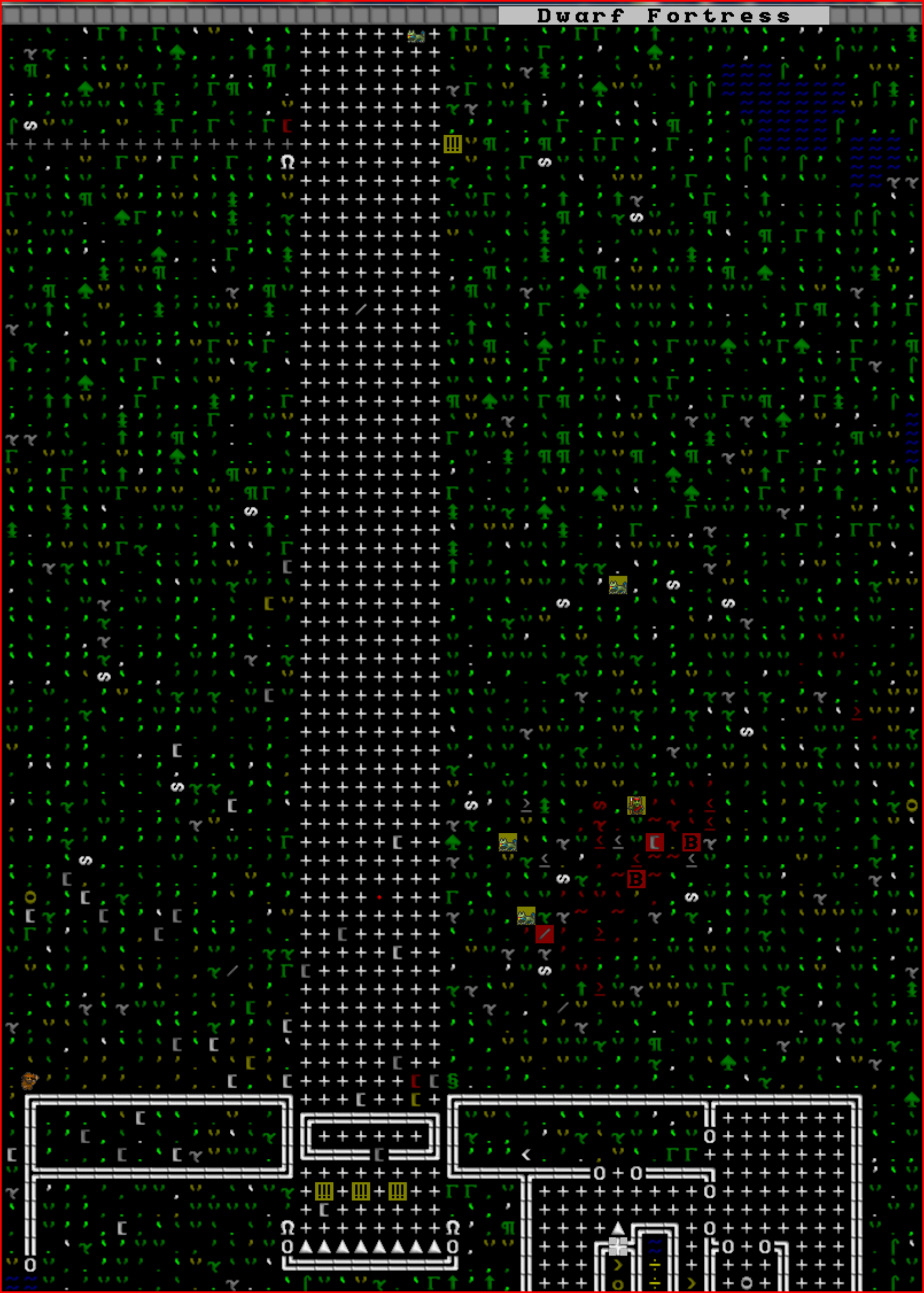


Not a moment too soon! One of our wood burners is trapped outside the gate!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 03, 2009, 11:43:38 pm**

The rest of the marksdwarf squad, however, apparently forgot their crossbows or something, as they're just standing there looking confused. Fortunately for out wood burner, the single marksdwarf managed to fend off the entire squad, killing two beak dogs and wounding many others before running out af ammo shooting at the fleeing goblins.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 03, 2009, 11:48:00 pm**

12th Limestone, 1069:

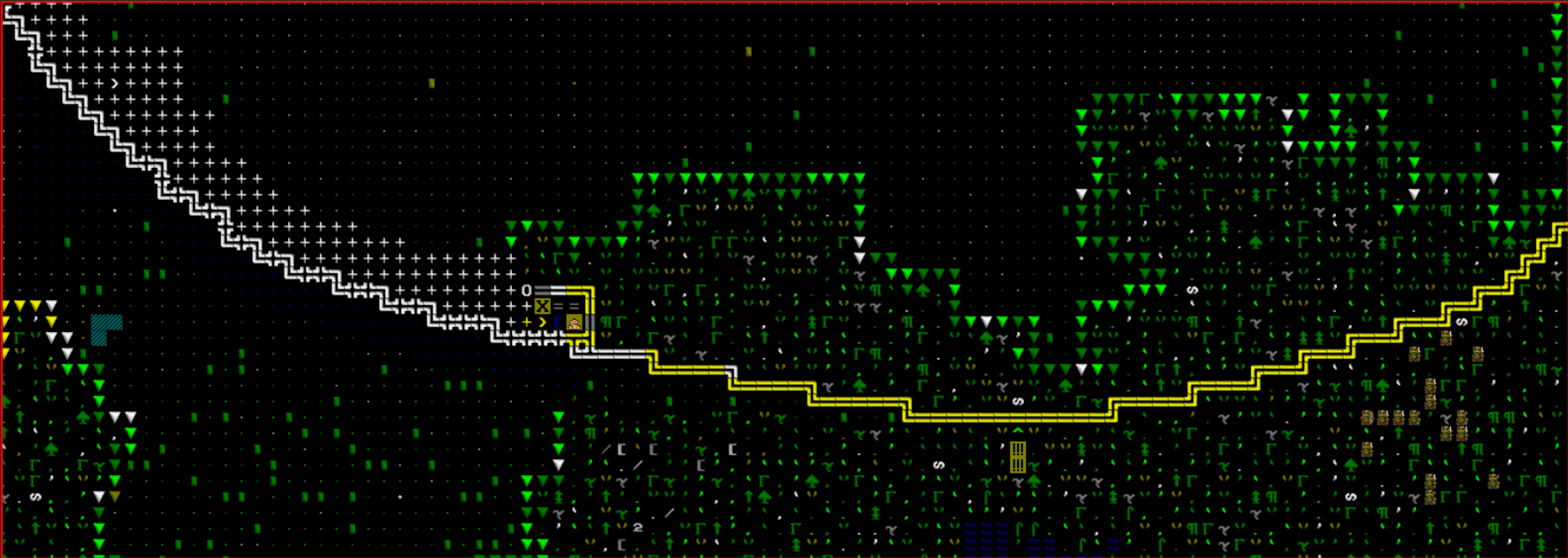
Meanwhile, another group of goblins has been sighted gawking at the abbey. Hopefully our wood burner will get over his fear of goblins enough to run past the wounded ones and through the gate.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 03, 2009, 11:51:37 pm**

13th Limestone, 1069:

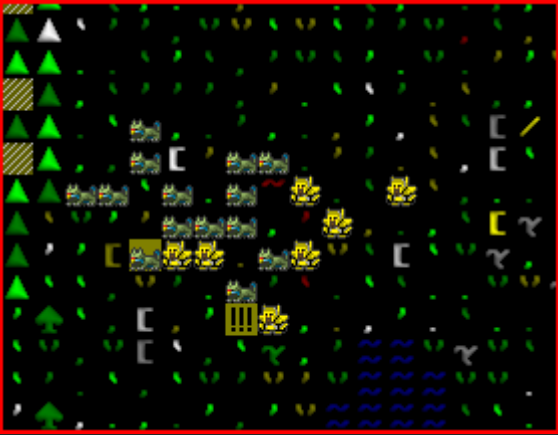
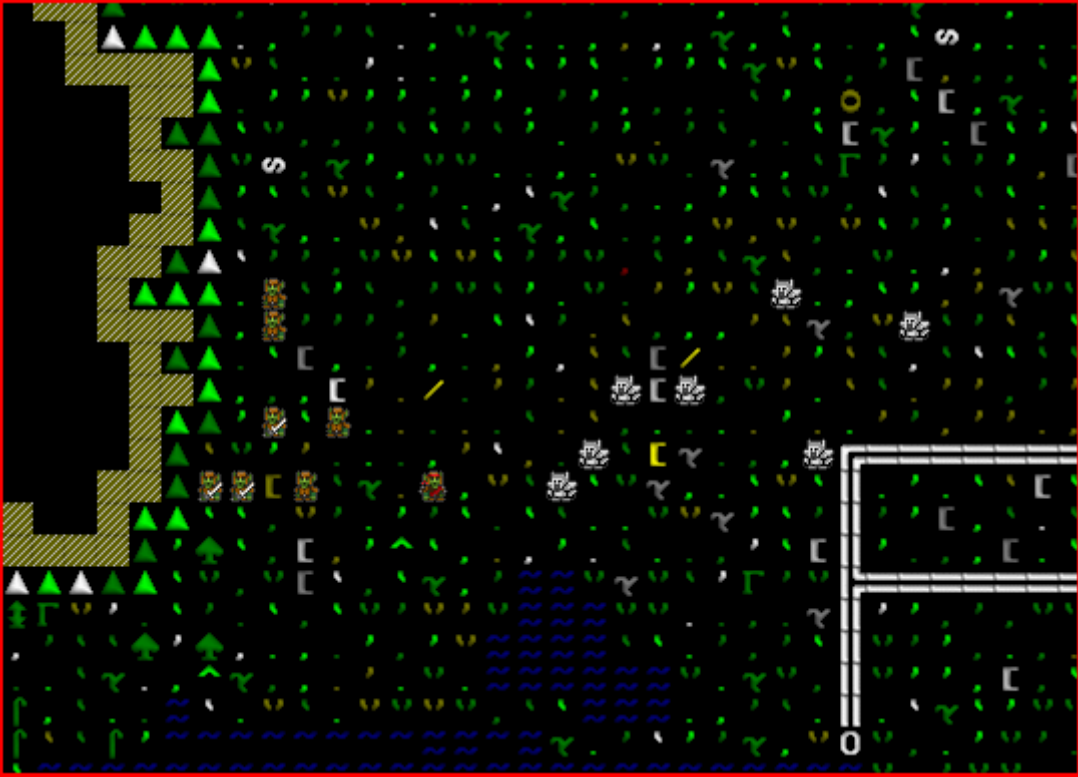
The third group of goblins is still approaching from the southeast, and is expected to come into the range of our patrolling marksdwarf squad sometime in the middle of next month.



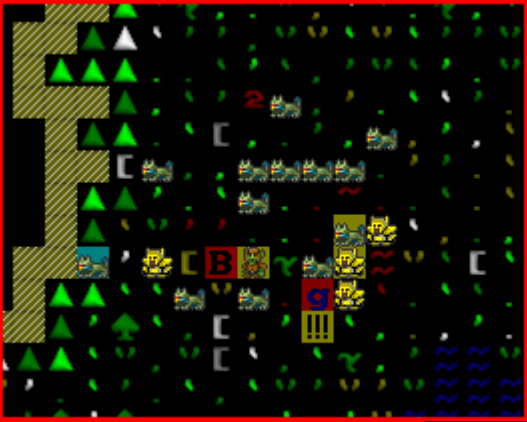
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 04, 2009, 12:06:11 am**

14th Limestone, 1069:

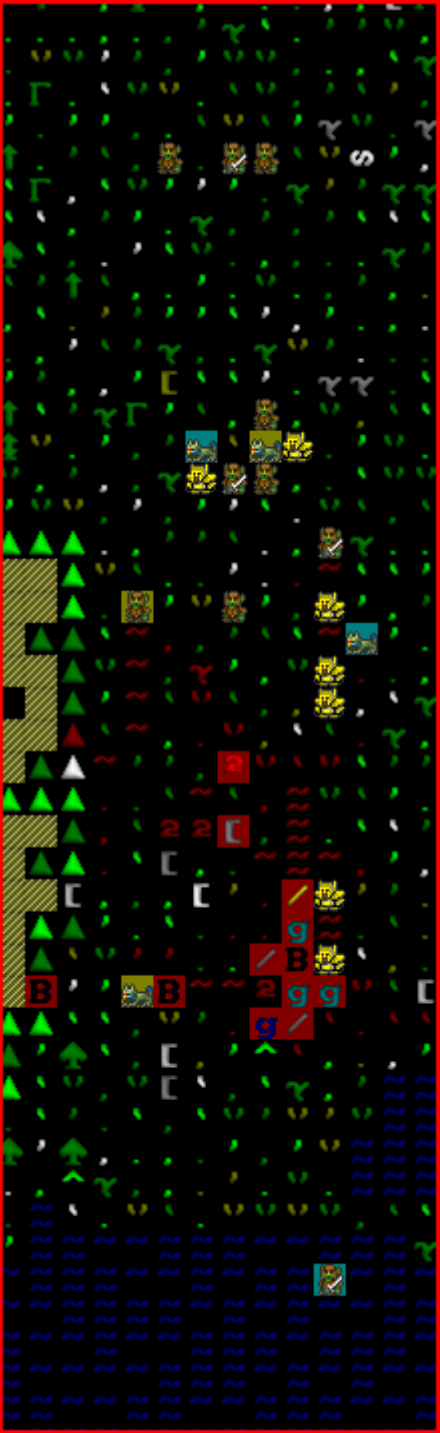
Mestthos Ragåblel Shukaregen got tired of waiting for the second group of goblins and charged out to meet them with his squad of champions.



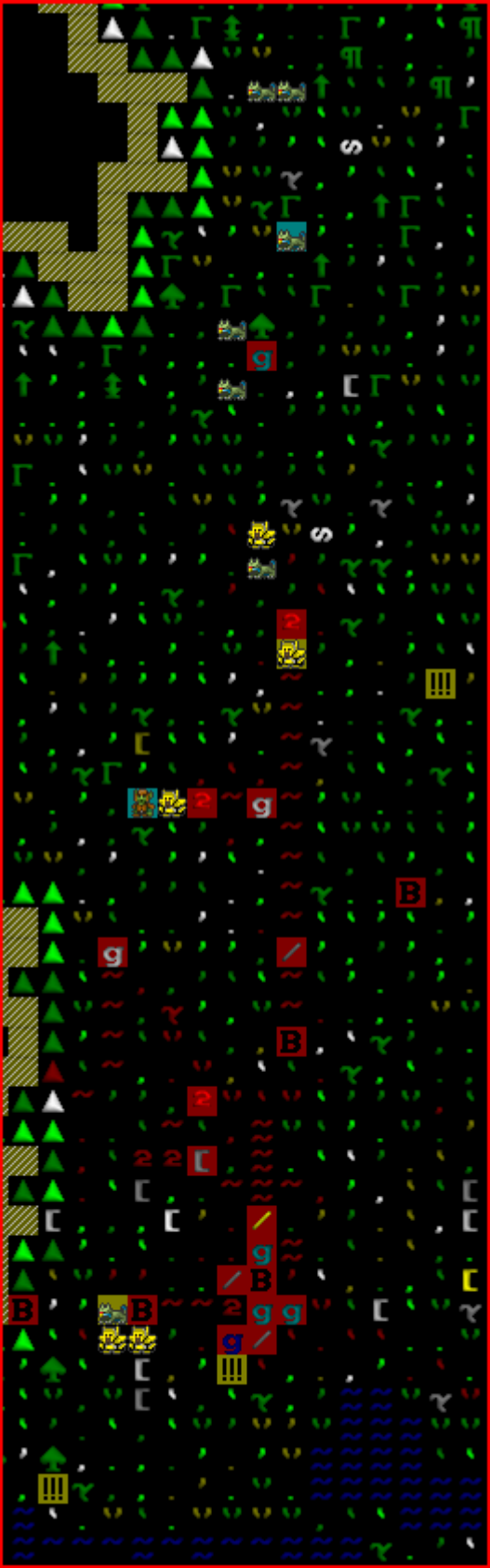
Results were messy.



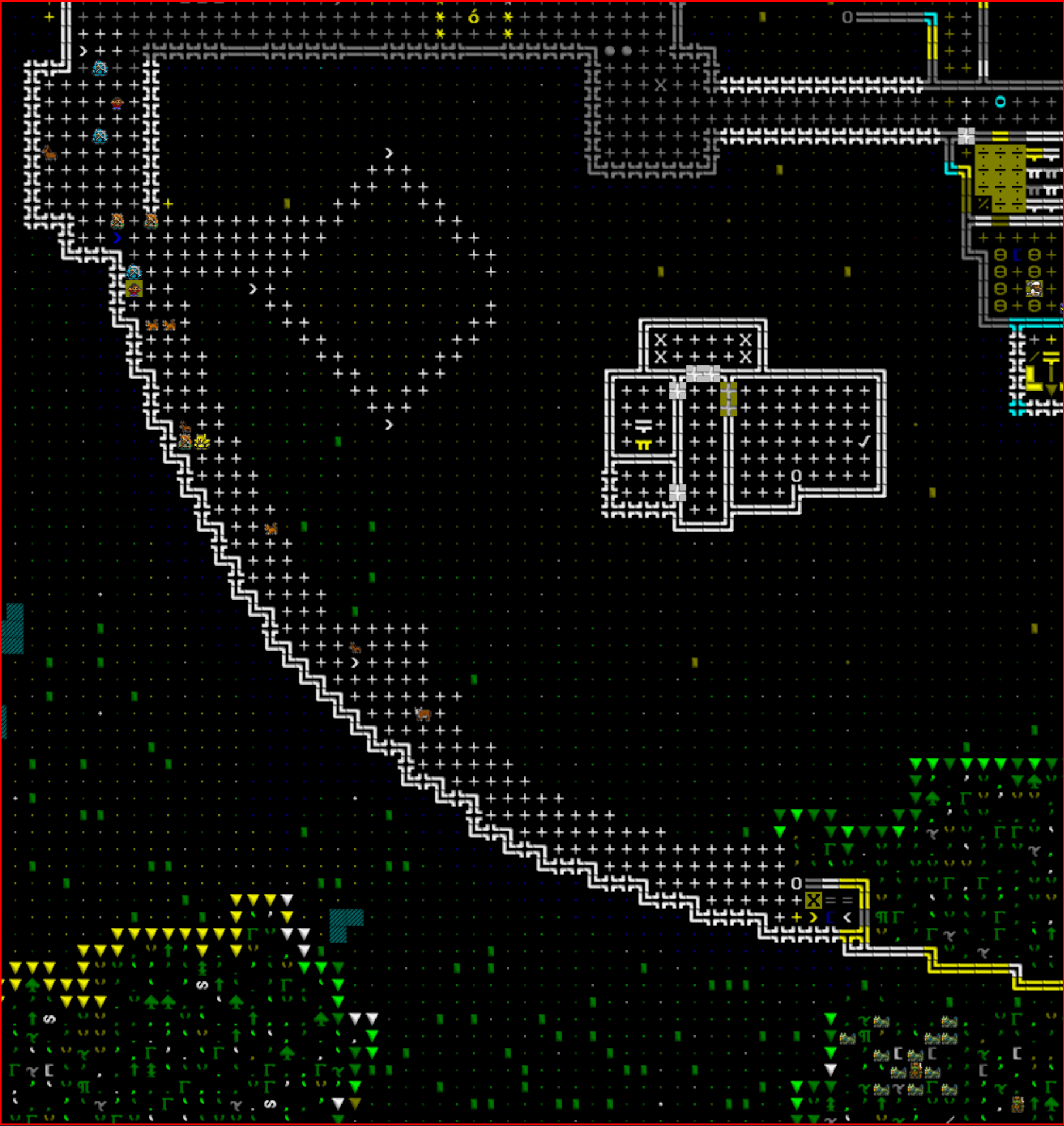
One goblin was punted from the battle field nearly all the way across the river.



As the goblins fled, some of the champions became exasperated and began to throw their beak dogs through the air after them.



Meanwhile, the third group of goblins continued their march.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 04, 2009, 12:11:16 am**

15th Limestone, 1069:

Their assault was short lived.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 07, 2009, 02:37:54 am**

16th Limestone, 1069:

Overall, the battle was a decisive victory. The goblins were routed without a single loss of dwarven life, or even a single loss of livestock. Moreover, there weren't even any injuries. I think this calls for some sort of celebration, and perhaps a minor monument.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 07, 2009, 03:32:40 am**

4th Sandstone, 1069:

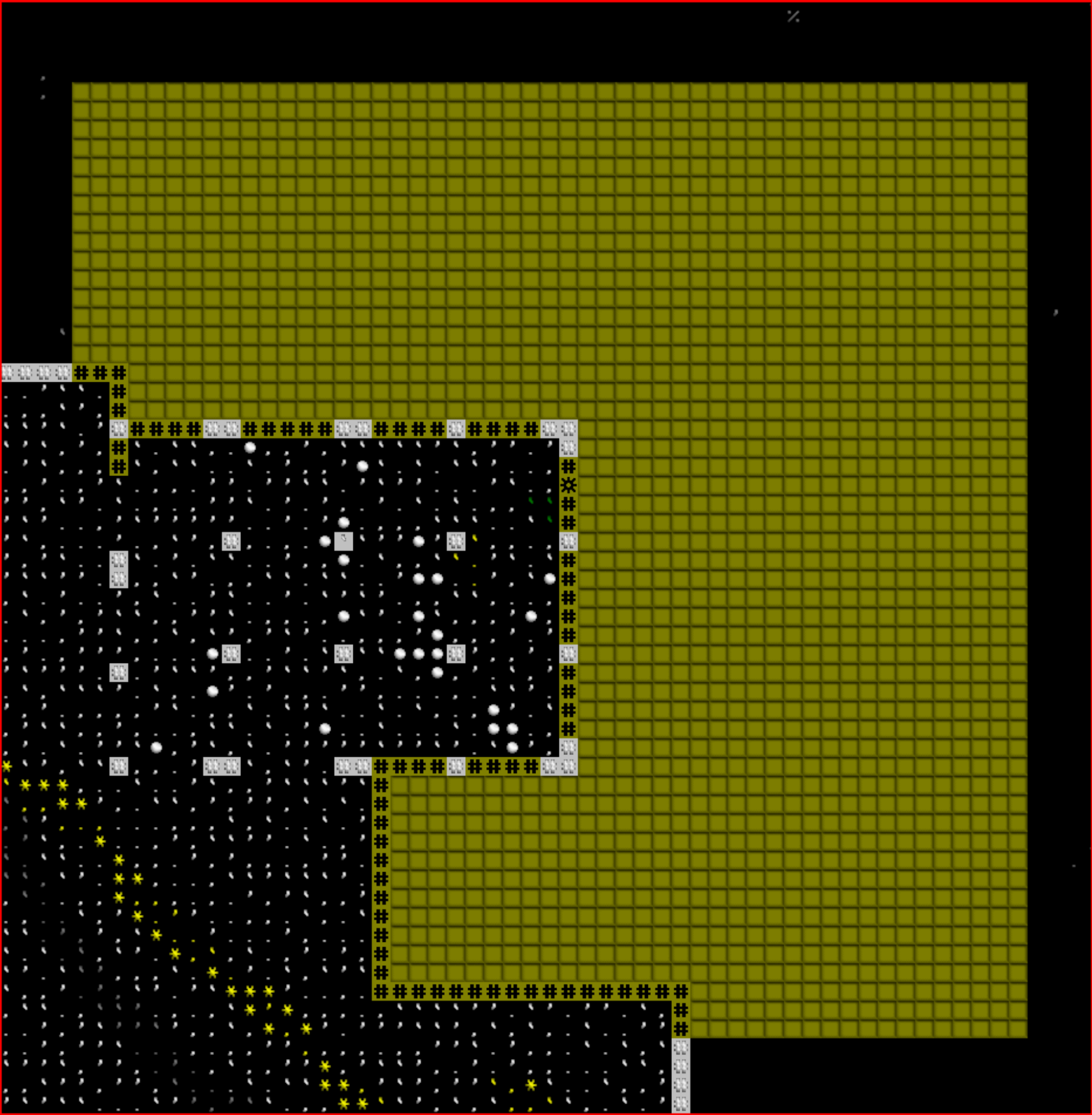
We've made some improvements to the depot area. Visiting merchants should no longer believe we live in some dirty hole in the ground.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 07, 2009, 03:48:37 am**

9th Sandstone, 1069:

We've very nearly run out of salt with which to build! Some new digging has been designated to compensate.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 07, 2009, 08:29:27 am**

Hmm, looks unstable to me, where are the supports?!

Good job I know nothing about mining really.

/still feels obliged to leave pillars behind. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **June 10, 2009, 07:40:39 pm**

Quote from: Kazindir on June 07, 2009, 08:29:27 am

Hmm, looks unstable to me, where are the supports?!

Good job I know nothing about mining really.

/still feels obliged to leave pillars behind. :)

the physics of Dwarf fortress are so unrealistic they make Einstein turn in his grave.
essentially, you could have a one tile wide support system to an entire fortress of infinite size with ease.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 11, 2009, 05:56:28 am**

Bah, ye humans just don't be understandin' the strength of good dwarven masonry!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 17, 2009, 04:06:52 am**

Bumping for updates to the Eternal Turn. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 22, 2009, 04:30:50 am**

I'm still alive, I'm just focusing on finishing my Halltraded turn, which is even more eternal... :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **June 25, 2009, 10:08:20 am**

Almost there, you can doooo iiiit.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 12:31:25 am**

13th Timber, 1069:

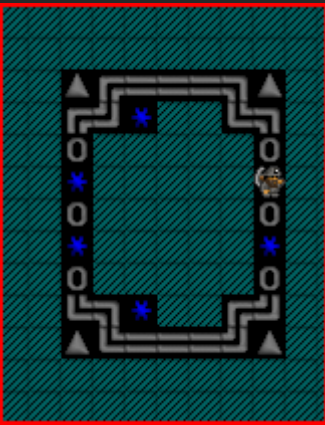
Work on the monument to the casualty-free siege came to a standstill today when one of our best miners took apart the scaffolding from the wrong side.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 12:43:58 am**

17th Timber, 1069:

Another scaffold removing mishap has occurred. Perhaps miners should not be allowed to remove constructions?



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 01:20:48 am**

27th Timber, 1069:

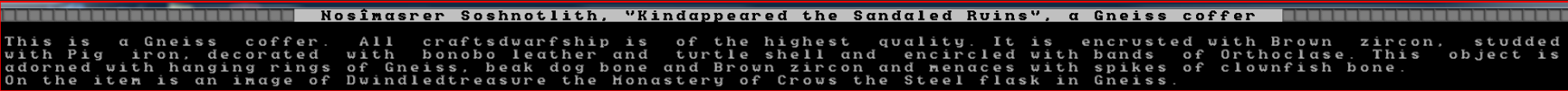
Renovations to Dresdor's arena have been completed.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 01:52:48 am**

8th Moonstone, 1069:

After spending nearly a month hunting down the proper materials, one of our pump operators has build a most marvelous coffer. I've attached a sketch, since there's no way I could adequately describe the artifact.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 02:06:26 am**

11th Moonstone, 1069:

The monument to the casualty-free siege has been completed, with only minor casualties caused by the deconstruction of the cranes! A cat was squashed, and a child received a cracked skull, and several other dwarves were knocked unconscious, so over all, a success.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 02:16:32 am**

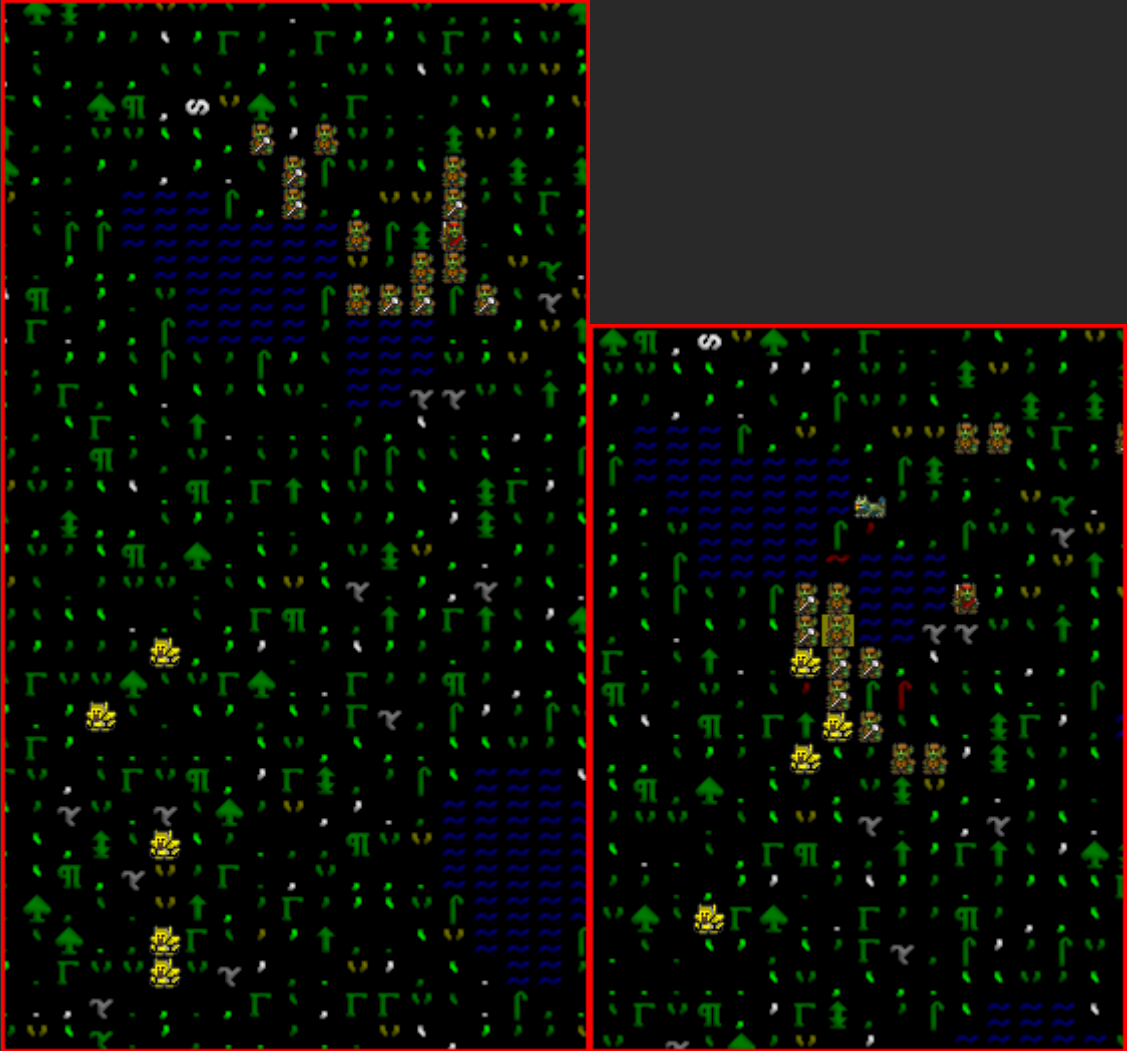
14th Moonstone, 1069:

A Vile Force of Darkness has arrived! I suppose I'd better call out the military.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 03:16:18 am**

17th Moonstone, 1069:

The first battle of the siege has been fought! To tell the truth, it was more of a rout, the goblins didn't but up any noticeable resistance against a squad of champions.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 03:24:44 am**

19th Moonstone, 1069:

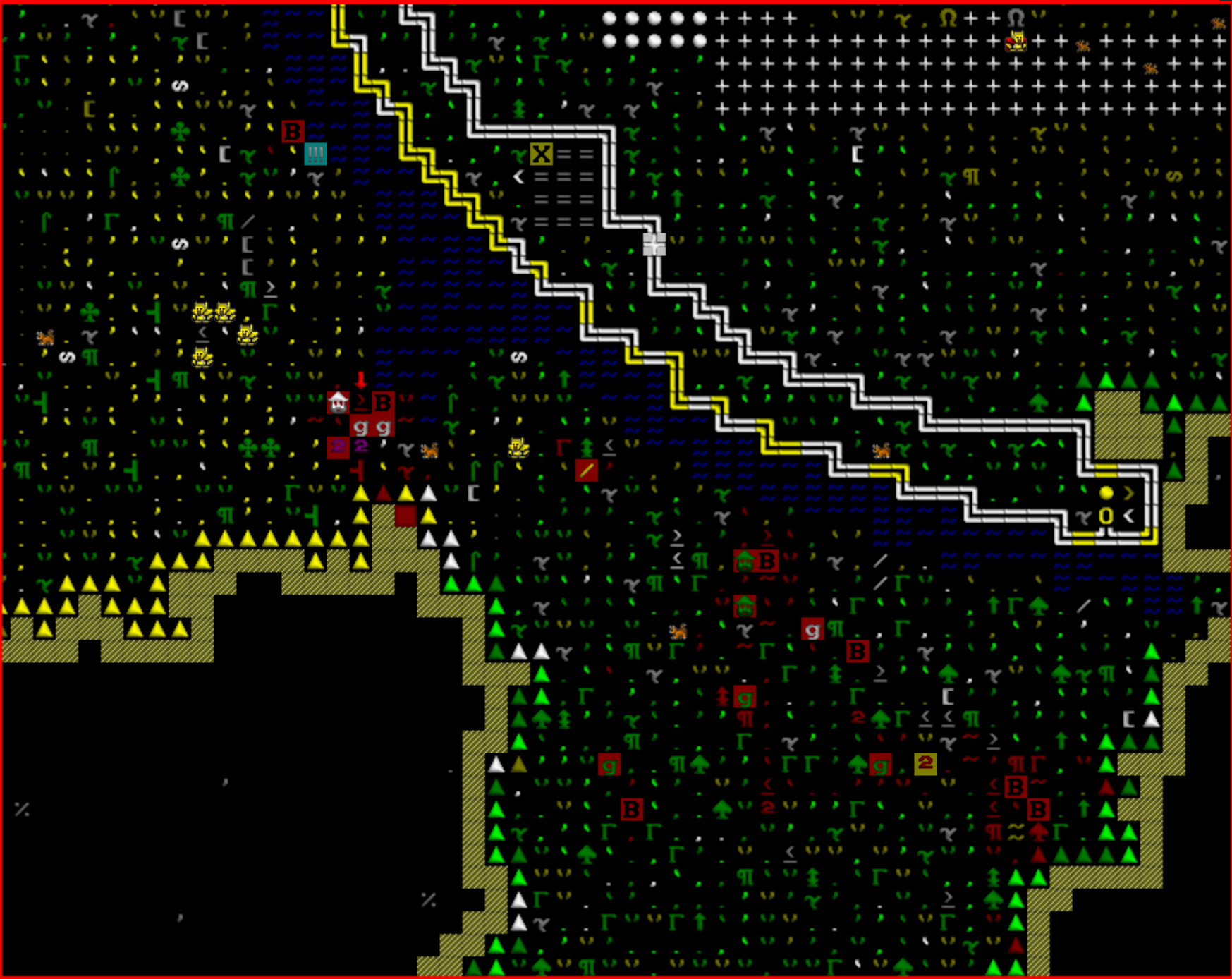
Alas, it seems that the first battle was not truly without casualty. One of our champions fell into the pond with a goblin and was sucked into quicksand before anyone noticed her missing.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 03:41:39 am**

22nd Moonstone, 1069:

The second battle was a complete catastrophe. The marksdwarf squad apparently forgot their ammo, so when they had shot the bolts already loaded in their crossbows, they were forced to enter the battlefield to scavenge for bolts. All the while, the goblin crossbow squad freely fired upon them. We lost 5 good dwarves there. May they find happiness in Armok's halls.



We have renamed the marksdwarf squad The Short Tours, owing to the shortness of their average tour of duty.

→Kosoth Abanag Gethustshar Sebîr, Squad: Idromsigun, "The Short Tours"

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 05:08:51 am**

Journal of Ustuth Elbellogem, King Consort:

12th Opal, 1069:

It has come to my attention that some of the buildings outside the fort proper do not have proper stone floors, rather that they are floored with dirt, and worse, *grass*. This will simply not do. What would my sweet tootsie think? I have ordered the peasantry to do

something about this calamity.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **June 26, 2009, 07:32:37 am**

Oh dear :)

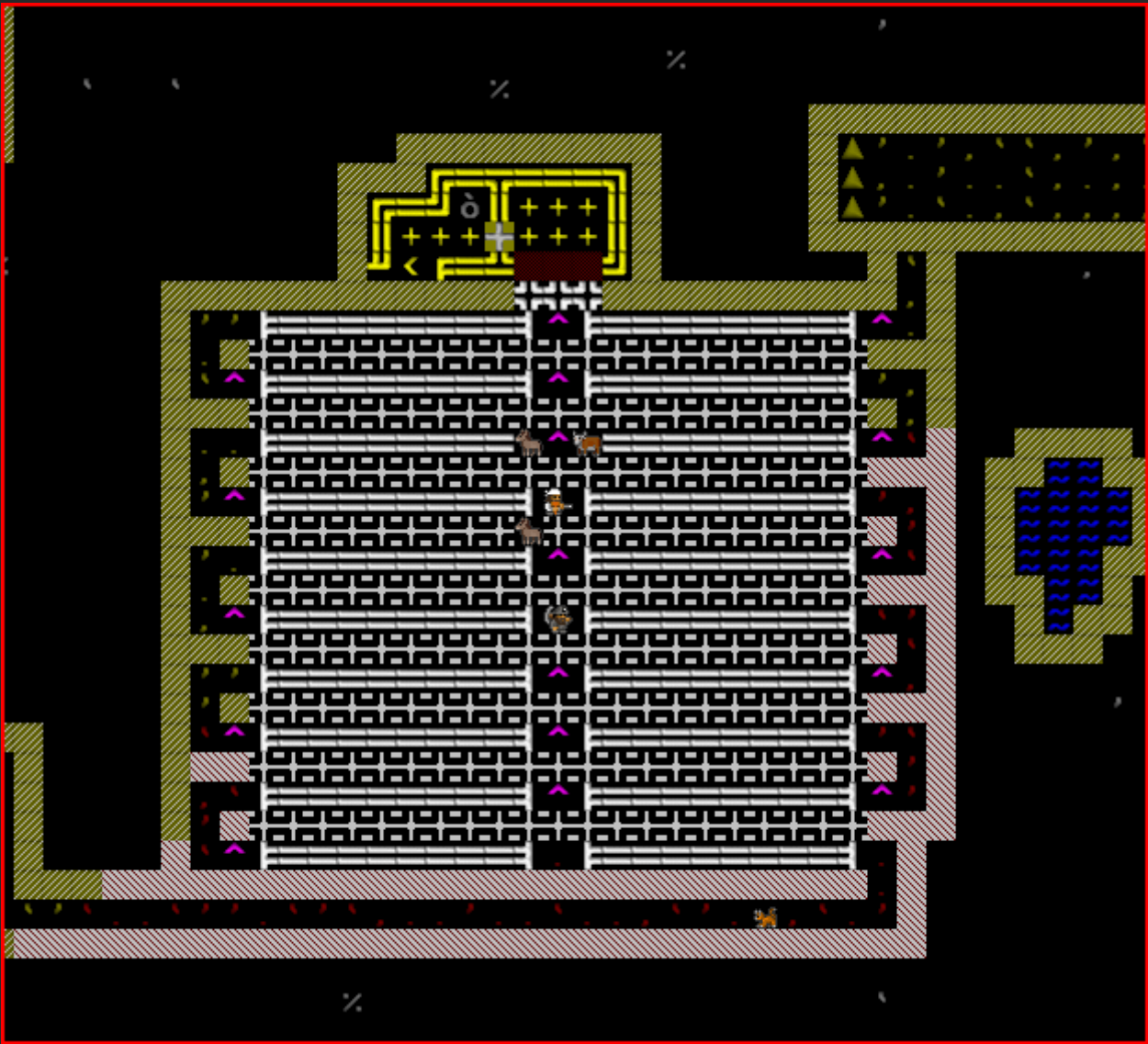
I thought the marksdwarves seemed to be going through ammo quickly on my turn, with then running off into the fortress fairly quickly into the battle after shooting a few times. I just assumed they'd got high enough to become little gun turrets and were shooting the whole stack of bolts in short order - I wonder if they were just horribly confused and have filled their quivers with socks or something...

We should have more than enough bolts anyway, the Bonehoard has been doing nothing else other than making bolts and totems for a decade!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 10:02:35 am**

Journal of Endok:
12th Obsidian, 1069:

Since the new year's just around the corner, I've laid out the final plans for the invader sorter. I've told the masons to leave a path through up until the last moment, since the pressure plates are still not all linked up. Hopefully those will be finished before the path becomes too long to get to them.

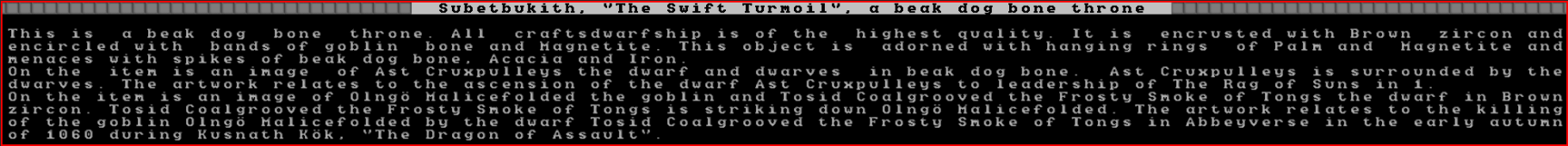


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 10:35:41 am**

Journal of Ustuth Elbellogem, King Consort:

23rd Obsidian, 1069:

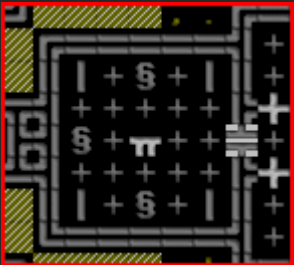
Just before the turn of the new year, a dwarf has completed a most marvelous bone throne. I've included a picture for reference. Rumor has it that Jools wants it for his office, but I've thought of a better use for it...



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 10:44:51 am**

24th Obsidian, 1069:

The room in the abbey dedicated to my sweet tootsie has been completed! She would have loved it dearly, the chains on the walls, to hold prisoners in place while they are questioned, the spikes in the corners, perfect for the display of those prisoners that didn't talk, and finally, a great throne of bone, where my sweet tootsie could sit and enjoy the atmosphere. Oh how I miss her!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **June 26, 2009, 10:58:45 am**

I'm all set and ready to go for the next Naptime.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **June 26, 2009, 11:36:16 am**

Well, that's the end of that turn!

map (<http://www.mkv25.net/dfma/poi-16097-mostuselessballistaever>)
save (<http://dffd.wimbli.com/file.php?id=1158>)

Raptor, on to you, assuming you're still interested, of course.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 01, 2009, 09:59:27 am**

I fear Raptor may have succumbed to the carp. :(

Has anyone pm'd him?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 01, 2009, 12:31:56 pm**

I PM'd him when his turn came up. So I guess he must have been sucked into quicksand.

Maggarg, you ready for your turn?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 01, 2009, 03:59:11 pm**

Yes, I am indeed ready to mass-slaughter cats at 0.9 fps whilst achieving general incompetence.

EDIT:
The file isn't very uploaded.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 01, 2009, 04:40:23 pm**

fix'd (<http://dff.d.wimbli.com/file.php?id=1158>)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 02, 2009, 09:27:13 am**

Ok, got it.
I'll start on friday

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 05, 2009, 04:23:11 am**

Augh, 6 fps.
Never fear, I'll soldier on, just don't expect updates to be very fast.

Diary of Maggarg the Elder
1st granite 1070

Today started badly. Some young ragamuffin woke me up and told me I was in charge. Again.
I promptly told him to start moppin' and get me a keg of rum. No use having power if you can't abuse it.
It looks like the young fella who should have taken this year had a nasty accident somewhere. Pah, in my day, we had REAL accidents. Back in Copperblazes, I had a whole cave collapse on me , releasing some captive elephants from the elves. That was back when Elephants were REAL elephants.
I was trampled to death. That didn't stop me from healing up, and by the evening I was up and about, carousing.
Not like anyone carouses properly now, oh no...

2nd granite
Once again, the cats have bred out of control because that aging animal trainer and that damn woman have let the little bastards breed because they're "adorable".
Bah.
I also found a great big sheet of parchment detailing a great big twisty thingy. It's some kind of sorting device for junk mail. It also sorts our foes, apparently. These damn youngsters and their high-falutin' mechanics.

3rd granite
I found out we have over 60,000 great big boulders, 20,000 of which have been used in building things.
I've been signing slaughter orders on magnificent giant cats and various less magnificent animals. If Endok asks, it was a goblin sabotage mission. Anyway, I'm still hearing the distinctive wails and crashes of that damnable music with rocks in, and even music made of metal. Blast it all, I might have to make a soundproof room for them to do whatever they do to make that sound.

4th granite
There's another cat following me now. It probably makes up for the one that died under my bed and started rotting. I hate the little things, but I can't seem to be able to bring myself to throw them to the colossus. It's as if they're telling me not to.
(we are. long live the telepathic cat empire.)

5th granite
There seem to be a lot of puffed-out dwarves slouching from a room somewhere to lie down in their rooms. Apparently there's this thing called Jim where people go to do futile and heavy work. Apparently this improves their health. It's an elvish idea, of course, we dwarves are not inclined to do futile work.(Ahahahahah. The irony. Love, the Cats.)

6th granite
Nist Akath yard has changed a lot. The old front desk is now a dining room. Apparently no-one cares enough about crime to bother reporting it, so it became a tavern with a sparring room on the side.
Can't say I blame them, we dwarves are a law abiding and honest race.
(Seriously, is he making this up? love, the cats.)

7th granite
Looks like Keldor prettied up the trade depot. Apparently this gleaming and attractive edifice is representative of the fortress.
I thought the muddy stinking pit we had before did that. I don't like the way that Jools' weather tower has all that moss and algae running down the sides. He says it's a feature. Damn nobles, never admitting they're wrong. Not like me, I really am infallible. Not like folk today, oh no...

8th of granite
Dammit, where are all the levers.
No-one ever tells me where they are, even when I start telling stories

about pulling the wrong lever in the old days. They just go to sleep, which is amazing, because my stories are riveting.
I don't know why that kaziari hasn't made a central lever room yet, she's the mechanic. Also I'm not going to because I don't know what they do.

9th granite
That great big waterfall in the abbey is nice. I'm actually kind of happy that it actually works and hasn't even killed anyone.
Yet.
Someone became a legendary champion and he's in the guard.
Useless.

11th granite
A black handed gibbon has died.
What in the nine hells is a black handed gibbon?

13th granite
Nothing interesting happening, having nap.

14th granite
The elves have arrived. Perhaps this year they'll give us something other than rope reed cloth. I say give because I don't intend to pay for anything.

15th granite
Apparently our trader has urgent business to attend before he goes to the depot. He needs a nap. A nap is urgent business these days?
When I was a lad, we wouldn't sleep for months on end until suddenly conking out in the middle of a job and not waking for months.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 05, 2009, 07:08:04 pm**

Heh, at least my computer gets 8 fps :P

Don't you think goblins and other invaders count as junk mail?

Don't be too hard on Goden - she was awake all Moonstone and Obsidian. About time that she got a little nap.

I'm curious - what happens if you build a dirt road over the muddy areas? Does that clean up the mud?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 06, 2009, 10:33:09 am**

Quote from: Keldor on July 05, 2009, 07:08:04 pm

Don't be too hard on Goden - she was awake all Moonstone and Obsidian. About time that she got a little nap.

When I were a lad, we didn't nap til' we got a day off, and it might have been years before that happened.
Bah, yew young folk.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 06, 2009, 12:09:04 pm**

16th granite
Goden has found her way to the depot. However, our victims honoured guests the elves have not.
Useless hippy bastards.

19th granite
I accidentally overslept. This is perfectly alright because I'm old and therefore can be as hypocritical as I like.
The elves finally dragged their overburdened ponies to the depot, although they are taking their time unloading, being such pansies. I also made sure to keep all the bones from my dinners there.
Speaking of leaving stuff in the depot, I found some of my tobacco.
Hence I have locked the doors and am puffing away merrily on a few bowls of Jolly Sailor.
Oh, someone found a Kobold and mangled it before leaving it there.
Fun stuff.

20th granite
Borrowed about 6500 trollhead's worth of stuff from the elves. Initially they threatened goden, but after I told them a story about when I was back in 'nam (Short for some elven place or something) they decided to give it to us. Anything but another story apparently.

21st granite
The old murderer's lodge is now so overgrown I can barely see it.
I think I'll actually have it taken down and the whole edifice expunged from the land.
Then I'll dig away all the land underneath it.
Raaaagh.

22nd granite
The nobles want me to make some useless trinkets in exchange for them not crying like vengeful, fat babies for days. When I was young, nobles went out and slayed dragons and titans. Then they would come home and demand petty tribute and have their way with everything.

23rd granite
I had another look at the compiled plans of the fortress. They are stuck together from bits of older plans with new bits doodled on in crayon.
It's in crayons because that resists the damp, apparently.
This place is an unholy wreck.
A very valuable unholy wreck, worth almost 8 million trollheads.
That's an awful lot of trolls. No wonder there aren't any for miles now.

25th granite
Oh so many slaughter orders. I'm sure cats didn't breed like this when I was a lad. I'm pretty sure nothing bred like this. They seem to take food from the air or something.

26th granite
I hope someone tells me how to turn off the waterfall soon. All that water being forged around by pressure and this gravy tree kaziari keeps going on about can't be safe.

27th granite
Someone has started butchering cats again, which is wonderful. I do miss my old ma's cat stews. It was amazing how she could get such flavour out of a lump of cat.

28th granite
I saw a truly dwarvish dwarf, the like of which I haven't seen for a century. He was dragging a barrel of rum with him up to Murderer's mount to take down a wall. He was pissed out of his grizzled skull. I saluted his dwarvishness, and he belched and swore in return. It's nice to see old dwarven customs intact.

1st slate
The first floor of that damned lodge is gone, and work is starting below. I feel much better already. Next I'll drain the Death pond.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 06, 2009, 11:22:57 pm**

You know, if you take apart the murderer's lodge, he'll have no choice but to join us in the fortress proper...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 07, 2009, 08:13:27 am**

That means I can tell him a story about the old days, when murderers murdered good and proper. That should put him off.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 07, 2009, 02:12:22 pm**

Agh, I'm afraid I cannot continue.
Abbeyverse crashed more than once when I had it, and now the save is bugged up. I was running at a mere 4 fps and everything was an unbearable crawl. Unfortunately I don't have the kind of legendary (read: senile) persistence that Maggarg the Elder does.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 08, 2009, 03:36:25 am**

Have you tried the 40d9 version? I haven't had DF crash except for once since I installed it. And that includes a whole year of Abbeyverse...

Though if you've lost the save, that's probably a mute point at this point...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 08, 2009, 06:57:42 am**

Doh :(

Actually, given the clunkiness of Abbeyverse now, it might be an idea for a heroic expedition to be sent out from the fortress on some crackpot idea of the King-Consorts to found another fortress? Maybe he's decided we need a lot of obsidian for the Abbey roof or something. That would let us keep some sense of continuity whilst hopefully escaping the 4fps player-slaying lagmonster.

Not entirely sure though as this fortress is good fun for all that. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 08, 2009, 09:59:01 am**

Clunky is not an adequate word.
Perhaps Soviet is. It's about as efficient as the USSR in the late 80's.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 10, 2009, 01:11:08 am**

Well, theoretically, the new release is coming out soon, and since it'll be a save compat break, I think we should hold off on creating any new fortresses until then.

Besides, we need to turn Abbeyverse into a DF version of Gormenghast, which means it needs more random forgotten structures.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 10, 2009, 07:51:50 am**

Abbeyverse is a fairly large and normal fortress built around the biggest, most horrible mess in dwarfdom.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 10, 2009, 09:54:08 am**

Oh right - I was under the impression the next release wasn't expected until christmas at the earliest, from what I've read of Toady's posts in the various megathreads.

So who is next? Assuming Maggarg's will to play is still hiding in a closet sobbing about the lag and his crash. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 10, 2009, 10:17:35 am**

Heliman's next - I PMed him about it last night, so we'll give him a few days to respond.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 10, 2009, 12:20:08 pm**

Quote from: Kazindir on July 10, 2009, 09:54:08 am
Oh right - I was under the impression the next release wasn't expected until christmas at the earliest, from what I've read of Toady's posts in the various megathreads.
So who is next? Assuming Maggarg's will to play is still hiding in a closet sobbing about the lag and his crash. :)
My will to play overdosed on Valium and is now comatose.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **July 15, 2009, 03:47:06 pm**

Hey, sorry bout missin it, I'll get started right away

EDIT: gave it a series of complicated tasks to do, that mixed with the current things in the construction que should = a year's worth of work.
I will get flavor text & pics soon, but I'm having trouble with screenshots

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 16, 2009, 05:55:18 am**

Nice :)

Even though time might seem to pass slowly there, a hell of a lot can be done all the same. I'm sure the dwarves of Kulettogum build stuff an awful lot faster than they do in any of my own games!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 16, 2009, 01:47:48 pm**

That is why the King Consort had the exercise gym built - they'll move faster if they're all superdwarvenly agile...


For screenshots, run in windowed mode and run Accessories->Snipping Tool. Works like a charm ;-)


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **July 16, 2009, 03:26:06 pm**


No dice, that's a vista only applet. I have XP


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **July 16, 2009, 06:32:21 pm**

(Many could easily admit that Tsiru the dwarf is insane, including tsiru himself. Then again, Tsiru could just as easily admit he's a unicarp.)

1st of granite:
HEE...
Mr. king man said I could govern this place if I would shut up, I'm SO HAPPY. This place is just so pretty! I know! we'll make it prettier!
Let's start by making more of these majestic waterwheels! power to the people!


Lets see what els we can ~~mess with~~ improve,
Oh just look at this dining hall! such a mess, let's make it better


Gasp! what are these poor dwarves doing all this pumping for? It's so unpretty this won't do! I turned them off.


what else do we have here for our regiment?
Look at this pretty bridge! It's so pretty it's unpretty. we should paint it RED.


That's all for today! I 'm gonna make the other entrence prettier for all our wonderfully squishy green friends too when we're done with this!

EDIT:(I found out why there was so few idle, the stuff outside leftover from goblin Christmas was creating a huge work que buildup, I forbade all of it, next year's mayor may want to pick the stuff up again if thay have the time.)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 16, 2009, 09:14:49 pm**

Journal of Ustuth Elbellogem, King Consort:

4th Granite, 1070:

Oh, but this is a travesty! That filthy peasant- Tsisue? - has had the nerve to shut down my exercise gym! What would my sweet tootsie say? She'd have him skinned alive and his skin made into a new mattress, that's what she'd do! Oh, that I didn't swoon at the sight of blood, that I could do my sweet tootsie's memory proud and have that no good hick drawn and quartered!

Alas that I allowed him even a whiff of authority, oh, that my sweet tootsie were here to set things aright! But, oh weal and woe, she is not, and I must find a way to fix this issue myself.

Oh, whatever shall I do?!

Ustuth Elbellogem, King Consort, is throwing a tantrum

((Are those weapon traps you're covering the bridge with? XD))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **July 16, 2009, 11:32:28 pm**


Yes, they are weapon traps.


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 17, 2009, 05:51:51 am**

Diary o' maggarg.
Huh. Damn yewf makin' traps on the bridge. No good'll come o' it!
He's makin' more water-wheel thingmabobs, which means more bluddy mechanics. Ach, and probably more minin' fer me. Why, if I were two hundred year younger I'd give this young fella a hidin' !

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **July 17, 2009, 06:40:59 pm**

(the following is an excerpt from Tsiru, Dwarf)
15th, Granite
Elves came. I took their beasties things and tolem to go byebye. I'm going to give them to my new friend later. I hope he likes it, maybe it'll keep the roaches away.

26th Granite
A pretty little kobold came to our castle. It was pretty shy and ran the moment one of my farmers started chasing him. That, or he was chasing the farmer. They were sort of fleeing parallel to one and other.


6th Felsite
The dining room is finally pretty! Dwarves flock to see the wall to wall engravings on it.


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **July 17, 2009, 07:12:28 pm**

(The following are excerpts from the diary of Asob Tostoslan, Mechanic.)

14th of Granite
Tsiru came up to me in the barracks today, he kept asked me what I thought about giant roaches, when I said "no" he exclaimed "CATS!" and ran out of the room.

15th of Granite
I fear for my life. I woke up in my bed at the barracks to find a caged Lion at the foot of my bed. Is Tsiru trying to kill me in my sleep?

7th of Felsite
It's been a whole month since I wrote here, Tsiru has us working around the clock on hideous weapon traps to "keep the trees out and make stuff red."
That's not what I'm really afraid of though, the dining hall, ever since it was finished, has been the hub of dwarven activity. Men, women, and children consider it their home away from home. But ever since the Dining hall was completed he has been ordering us to put several pumps hooked up to the main power supply over it.
What sort of horrifying water based destruction is he planning to do?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 18, 2009, 07:38:34 am**

I think you'll find that that's Jools, the Duke Consort, who's surrounded by the pet jaguars. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 18, 2009, 08:32:47 am**

Maggarg has a bunch of pet cats.
He doesn't know why, he really hates cats.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Heliman** on **July 24, 2009, 06:57:29 pm**

Ok, you know what happened to magargg? well it happened to me too.
Tsiru cancels playing videogame: Stark raving mad

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 25, 2009, 06:03:16 am**

dammit, I'll go for round 7, slot three.
THIS TIME I'LL SHOW THEM YOUNG FOLK!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **July 27, 2009, 10:41:22 am**

Quote from: Heliman on July 24, 2009, 06:57:29 pm
Ok, you know what happened to magargg? well it happened to me too.
Tsiru cancels playing videogame: Stark raving mad

I take it this means it's Kazindir's turn now?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 28, 2009, 05:20:37 am**

Apparently.
I hope he gets round to making the Central Control chamber.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **July 28, 2009, 07:48:51 am**

The...what?

Can you link levers to levers by the way? I've never tried it and half of the mechanics are somewhat inaccessible if you can't swim through high pressure water tunnels. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **July 28, 2009, 08:09:47 am**

Quote from: Kazindir on July 28, 2009, 07:48:51 am
The...what?
Can you link levers to levers by the way? I've never tried it and half of the mechanics are somewhat inaccessible if you can't swim through high pressure water tunnels. ;)

I haven't a clue.
The problem is that I don't know what any of the levers do, and even less where they are.
Our mechanics are more fucked up than the Fritzl family.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **August 01, 2009, 10:03:17 pm**


Nice to see my legendary arena is still being used. Other than that I barely recognize the fortress. Its definately undergone major revisions from when I played it.

Good job keeping it going.


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 10, 2009, 12:59:43 pm**

Sorry for the delay :)

Granite, 1070
It's strangely quiet in Kulettogum. There is large amounts of work planned, from large scale flower picking (the King-consort claims it will make the trees grow) to random building projects but few dwarves seem to actually be doing anything about it. The western tradesman road is also still littered with goblin rubbish,



That's an awful lot of flowers.

Took a stroll around the fortress this morning and ended up in the surface-side wing that links the inner keep with the western gate, near the Cursed Bridge. There is a big hole in the roof and a mad old dwarf - not Maggarg this time - running around the ruins of that blasted bridge, shouting something about alligators and cheese.
Made a note to have that hole roofed over at some point.


Just got told the elven caravan has been sighted. No one seems to know what we have any more so I gave orders for the first 20 craftbins anyone saw to be hauled up. They'll probably be made out of wood and filled with goblin skull totems but I'm sure the elves love that sort of thing.

Discovered a drift of masonry orders stuffed in a side tunnel. No one seems to have touched any of them and at this rate they'll form a new coal vein before anyone does. Where is everyone?

The waterfall in the Abbey is somehow creating pools of water inside the Abbey on the floor. I don't understand how this is possible as it's traditional for water for fall down, rather than sideways. It must be a miracle!




Ah, I've discovered where all the workers are and why nothing is being done.
At some point a series of pumps to pump air about were installed in a new cavern named an "exercise gym", whatever that is. The workers have spent the last Armok knows how long pumping nothing furiously, to the point of exhaustion.
Apparantly this is good for them in the long term. Maybe but there is a lot of building work to be getting on with and hauling large blocks of rock salt up steep stairs is surely just as good for them!

Goden reports he's bought a few cages and some booze off the elves in exchange for some rock trickets and a few pieces of clothing far too large for a dwarf to wear. According to the stocks, we have over thirty thousand meals and seven thousand six hundred gallons of alcohol.
I'm not sure what to make of that. The food stores on the third level are so vast that from one end, you can't see the other.
We also still have a vast horde of livestock roaming the halls so the butchery orders have been reinstated.

Endok has announced today that an animal has grown to become a stray donkey.
I ordered it butchered for tea.

Slate, 1070
Does the Foe Flusher still work?

Also, made a note to replace some of the sylvite sections of the inner keep wall - I'm still not convinced it's stable. That amount of yellow can't be stable!


It seems it does work!

Ast Imusheshon Zasfer Ishen, the Crystalline Beast of Passion, bravely volunteered to test the force of the Foe Flusher. I'm not sure if she knew thats what she was doing by standing there oblivious to the shouts and the grinding noises from the floodgates but maybe she just needed to cool down.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 11, 2009, 02:54:24 am**

Journal of Endok, Slate 22nd, 1070:

I hear that Ast got doused by the foe flusher. Not that I blame her - that flusher can be very subtle. The last time they tested it, they say that I was sleeping in the middle of it at the time. I wondered why I was all wet when I woke up.

((Yes, that actually happened to Endok during one of my turns... I think it was the same incident that led him to falling asleep on a cage trap. e.e))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 13, 2009, 02:49:35 pm**

Quote


Mandates:
The Duchess Consort insists we export neither adamantite nor earrings.
The Duke Consort demands 2 bucklers.
The Tax Collector wants things made out of rope reed. Something. Anything.
The Mayor and Broker insists no black bronze items are to be exported at all.

Orders have been added and I'll ensure efforts to halt the export of mythical materials and things we don't have are redoubled!

Nish Astcerol has been recognised as a legendary champion after some particularly fine shooting at the crossbow range today. Idathzas Erith - the Amusing Crystal of Labour. I'm not sure what was so amusing though.


Endok has been looking industrious in the courtyard of the inner keep the last few days - keeps muttering something about trees and rock. There have been more complaints about the living quarters. The peasants like the new quarters but many of them are still crammed into the old, or worse, into the same small barracks that the original founders once used decades ago. There is so much to do that isn't being done already but maybe some of the areas around the Great Tower can be converted to living space.

We've definitely got enough gems for windows.




Felsite, 1070

Erm. The miraculous water pool in the Abbey has turned into a bit of a lake. Some might even call it a flood. Most of the northern side of the Sun of Rakust is a bit muddy, it must be a sign from Gembish! I wonder what of...
We're going to shut down the waterfall and narrow the bars a little, see if that helps. Someone may even mop up the mud one day.




How do we actually feed the Hammerer? There are some holes in the roof but no one seems to want to put things down them for him to eat.

Progress on the new living quarters are going well, won't be long until a fine new dining room and barracks is available just north of the Great Tower





The floodgate feeding the waterfall has been closed but a massive surge of water has been spurting out from beneath the northern bastion for the last day now. Most of the surge has been carried down the river but the banks by the Bastion have been very waterlogged, including the waterwheels.


I don't understand! Where is the water coming from?!



Another day has passed and the surge is getting worse. The waterwheels are heavily flooded, with water lapping down one of the access tunnels. On the north bank, the Northern Gate has water reaching right up to it and on the southern there is flood water down the side of the Great Tower.



If this keeps going we may lose many of the access tunnels including those for the moat drainer and this strangling sorting contraption.
At least the floodgate put in to prevent the main fortress from flooding after the moat digging incident 10 years or so ago still works!




I've no idea what going on - somehow, turning off the water supply to the waterfall caused an enormous amount of extra water to come out of it...what's going on!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 13, 2009, 03:01:41 pm**

Quote

Wait, no it doesn't. Well, it works fine, but at some point the old access staircase that went from the possibly wet side of the floodgate down to the well pump at the bottom has been reopened.

Right in the middle of the main hall.



There also seems to be a new lever down there. I don't remember seeing it before, I wonder what it does...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 15, 2009, 11:56:36 am**

There are levers everywhere, and no-one knows what most of them do.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 24, 2009, 04:39:09 pm**

I shall find out!

Quote

22nd Felsite , 1070

As quickly as it came, the surge has subsided, leaving the banks sodden but otherwise unharmed. There was almost a fatal result down in the axle shaft beneath the river though - it's cramped and dangerous as it is, with the tunnel being filled by the mighty, constantly turning axle, but during the surge some dwarves were trapped down there as the tunnel filled with water along with a collection of panicking donkeys, dogs and a hippo.



There is a terrible miasma spreading to the east of the swimming pool, down where those odd platforms jut out into the water. Not sure where it is coming from but someone should go and have a look.



I told someone to pull that mystery lever at the bottom the well. We should really know what these things do.

Oh dear.
The source of the miasma near the pool has been found, a bloated human corpse.



According to the few sodden bits of parchment that were still legible found with him, he was the human Guild Representative to Kulettogum. What he was doing down there or how he got there in the first place no one knows but I doubt the humans will be very chuffed, especially not if they're billed for cleaning the pool.

Whilst down there I noticed there were also 4 levers in the swimming pool room itself, one in each corner. No idea what they do either, so ordered them all pulled as well.

Hematite, 1070
Summer has arrived!

No sign of those levers having actually done anything yet.

The bonecrafters have been cancelling all their orders recently, claiming we have no bones left. How can this be?!
I went straight to the bonehoard and yes, not a bone in sight. A fair few shells and skulls but no actual bones. We still have hundreds of animals wandering around awating to be slaughtered though and our lone butchers shop is in dire need of cleaning, so some new butchereries with a closer refuse pile for the chunks to rot are under construction.

Ah.
Apparantly the Hammerer has died of thirst.
In other completely unrelated news, I've decided to take a spell in the guards, to learn how to wear plate armour.

16th Hematite
The enemy have come and are laying siege to the fortress!
What enemy? Why doesn't the enemy think it's a vile force of darkness?

It's the humans. Seems they decided their representative killing himself in the swimming pool was somehow our fault. They don't seem to be doing much though, just sat ontop of a distant hill having a barbeque.

Well, a week has passed and the humans haven't moved. I found a nice dog leather shield though, that was nice - dog leather is good, right?

A pump operator has been taken by a fey mood. He was seen skipping off towards a masons workshop.

Those levers still haven't done anything that anyone has reported, so I ordered them removed. The humans haven't done anything either.

Malachite, 1070

Today I was recognised as an official novice shielddwarf! Hurray!

The pump operator re-emerged today dragging a huge microcline cabinet.

Godenroder Ritholdodok, Ropebaldness the Noble Clasp, a microcline cabinet. Encircled with bands of microcline, cave lobster, giant cave spider silk and pine, it is adorned with hanging rings of turtle shell and menaces with spikes of moss agate. On the item are two images, one of a rat weed in rope weed and the other an image of Udil Laborcloister on his dat of ascension to the leadership of the Rag of Suns in 983, in turtleshell.

Went up to the walls today to wave at the humans. They don't seem interested any more, stuck up on that hill of theirs. It looks like they've made a right mess up there, playing around in the mud. The woodcutters and plant gatherers are still outside the walls doing their jobs and the occaisional looter picking through the battle debris by the western gate - the gates haven't even been closed since the human arrived with this siege of theirs. Even the goblins manage to do better than this, it's almost embarrassing.



On the way back form the walls I took a look at the old pump tower for the Foe Flusher and the original well cistern. The pumptower is built on sylvite you can see the effects of the strain at the bottom of the tower. The cistern itself is terrible - it's not so much a cistern as a murky pool someone put a roof over.

Even worse, apparantly it was enlarged simply by digging some tunnels undetneath it then flooding them, so Armok knows what sort of rotting debris is trapped beneath the cavern layers - and this is supposed to be the *well*! Something will have to be done about this, although I can't seem to find any masons.

The new fire opal windows in the Abbey were completed today, so the floodgates beneath the great tower have been opened once more. Hopefully this time the miracle pools made by the waterfall will be kept on a smaller scale and no longer threaten to flood the whole Abbey. Parts of the floor still need to be repaved though, soemthing about cleaning being unlikely and it being easier to simply repave the stones than wait for a peasant with a bucket to pass. Checking our records I am forced to agree - it seems we have only one official peasant and she's a little overworked.



Or I'll try to, if I can stop getting distracted by eleventy million things at once. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **August 24, 2009, 04:40:57 pm**

You have struck Borax!

I hope Borax doesn't retaliate.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **August 26, 2009, 08:17:50 am**

Diary of maggarg
Huh, that Kaziari wants to clean out the wells!
Don't she realise that corpses give some character and body to the water! It's tasteless otherwise.
Oh, and 'parrently my Sun of Rakust is all mucky 'cause the water just won't flow down. When I were a lad, water only went forwards, backwards and sideways. No ups an' downs to speak of.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **August 28, 2009, 01:07:06 am**

The only corpse I know of in that cistern is that of Jools the First. It was first dug by the illustrious Keldor the First (the one in all the engravings - obviously the fortress's most famous figure) in the first year of our great ~~hole in the mud~~ fortress. At that time, he wished to secure a carp-free water source, and was concerned that the pool would dry up if left unattended.

For the muddy floor, I just paved matching roads over the muddy part when it first got damp. Those don't seem to get muddy, for some reason.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Keldor** on **August 28, 2009, 12:58:57 pm**

Oh, I forgot to mention - those levers by the swimming pool don't do anything - I had planned to have them control the emergency shutoff for the swimming pool, one for each of four floodgates for the four tunnels, but when the swimming pool proved too deep and then too shallow, they ended up forgotten.

As for the human diplomat, he'd been down there for years. Maybe he finally died of old age?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Maggarg - Eater of chicke** on **September 01, 2009, 03:45:43 am**

Quote from: Keldor on August 28, 2009, 12:58:57 pm

Oh, I forgot to mention - those levers by the swimming pool don't do anything - I had planned to have them control the emergency shutoff for the swimming pool, one for each of four floodgates for the four tunnels, but when the swimming pool proved too deep and then too shallow, they ended up forgotten.

As for the human diplomat, he'd been down there for years. Maybe he finally died of old age?

I think he was there even in my first turn.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Kazindir** on **September 07, 2009, 06:50:06 am**

Jools the First apparently rotted away entirely, as there were no bones at the bottom of the cistern. He has become one with the swamp.

Or...

Maybe he survived somehow in the dark, eventually escaping to the riverbank to plot his revenge. It would explain the smoke at the lodge at least. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Keldor** on **September 10, 2009, 09:55:01 pm**

You sure the cistern didn't empty out when you drained the moat a few years back? If so, they probably just grabbed the bones and stuck them in a tomb.

Though, bones usually decay within a year if you leave them outdoors, so they were probably long gone even then.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Maggarg - Eater of chicke** on **September 11, 2009, 11:19:31 am**

Quote from: Keldor on September 10, 2009, 09:55:01 pm

You sure the cistern didn't empty out when you drained the moat a few years back? If so, they probably just grabbed the bones and stuck them in a tomb.

Though, bones usually decay within a year if you leave them outdoors, so they were probably long gone even then.

I prefer the zombie noble murderer.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**


Post by: **Kazindir** on **September 15, 2009, 05:27:44 pm**

Quote


Limestone 1070

The humans are still here. I think they are stuck in the swamp actually, slowly sinking into the mud. I wonder if someone should go and offer them a log to lever themselves out?

The Foe Flusher has drained the top of the so called cistern and Valter noted that the bottom of the well is actually pretty close to the drain shaft used to drain the chambers flooded in that little fortress flooding accident years ago. He's gone off to get digging.



Valter has dug a new tunnel and some rocksalt grates installed to redirect the water flow so he won't drown. Or at least, that's the plan. Anyway, he's gone off to breach the bottom of the cistern.



The operation was a success! Valter got a "bit" wet but didn't drown or get impaled by rotting debris so all in all a a glorious triumph of dwarven ingenuity. He can't get out until the cistern drains, as the stairs up to the bottom of the cistern also double as the exit route for the water but that's a minor issue.

Endok wants to see if trees will grow on stone flooring if given some wet mud to grow on. Some very arcane looking plans for a testing area were drawn up for the northern wall and the mason's don't have enough to do anyway.

Sandstone 1070

Endok has been possessed!
He has laid claim to a craftsddwarves workshop in the Bonehoard. He left the plans for the tree-testing area.


The humans finally sorted out whatever they were sorting out and attacked today. One was caught in a cage trap and the rest massacred by the marksdwarves along the southern wall. None of them even mnaged to reach the western gate. A bit anticlimactic given it has taken them almost two seasons to think of that plan.

Endok has re-emerged, brandishing a nice magnetite amulet made entirely out of magnetite. Azmolasisz, The Obscure Flashes. Made from magnetite, encircled with bands of magnetite and menacing with spikes of magnetite, it bears an engraved image (in magnetite) of Lolor Churchswords ascending to the leadership of the Rag of Suns in 831. He's also decided the existing test site is rubbish, as the waterworks would be rather involved and only useful for a brief period. Instead he wants to build a new site near the current water tower folly near the west gate - it might as well be used for something I suppose.

Ambush!
For some reason a woodcutter was wandering about to the far north west, past the pit of alligator doom. No trees were scheduled to be felled up there and he was jumped by about 10 goblins. The champions have gone out for vengeance.

The flooring at the bottom of the cistern refuses to be built - the masons insist there is already something there but refuse to say what.

The Tax Collector has volunteered to break down one of the walls in the tower at the west gate. Hopefully he won't be swept into the river.



A carpenter starved to death in the jails today and the tax collector dismantled the wall safely. The champions have destroyed the ambush that killed to woodcutter and had a good run in the process.

Moonstone
Another ambush, this time at the south. They blundered into the old elephant traps then got shot to pieces from the walls.

The Abbey floor is flooding again - water is miraculously travelling sideways not only round the wall but round the new window as well! Why it isn't just falling and why it is only happening on the north side, nobody seems to know.



There is building going on in the main keep. The masons decided that as the Foe Flusher and the pump tower were already there, it would be easy enough to turn the space in between into rooms for something. Only problem is there are at least 3 plans that I've seen, so there have been gangs of children running about following orders from different masons to pull down parts of flooring that other masons have just built.

This will not end well.

Opal

There you are! I wonder how my diary ended up under a box of 37 microcline mechanisms. Anyway, you didn't miss much - the builders are building, the peasants are complaining and the nobles are demanding things we don't have must not be exported. The main well has been nicely lined and Endok suggested putting some gem windows at the bottom - he insists they're waterproof - so dwarves can check for themselves that there are no carp in the well.

Two corpses were found on the upper levels of the roof, near the Foe Flusher, rotting gently in the breeze. The remains look dwarven but they're unrecognisable - I wonder who they were. The corpses are being retrieved and will hopefully be interred properly.

A child has withdrawn from society today. I'm not sure why this is important, last time I asked about the children I was told they do as they please.

Blood splatterings have appeared on the roof of the Abbey. Hm.

Obsidian 1070



Some nice new barracks next to the Great Tower, with a dining room underneath. There might be a small hole in the wall of the barracks but one day it might be fixed if the masons ever stop bickering.

The floodgate to the river was also opened again today, and the new cistern has started filling. It's lined with rock salt so, according to some old dwarf in the Abbey, soon our well water will be blessed with holy saltyness. I don't think I've ever seen him before now I think about it.



I saw the new rotting room was in busy use, as well as the new butcheries.

Plague!
There is vast amounts of vomit strewn across the Overlook and down towards the pump tower. I don't understand it - it can't be simple cave adaptation, dwarves have been using that for years with only the occasional heave.



Now a pump operator has been possessed - in the middle of the food stockpile as well!

Endok is moping about because his tree growifier still isn't finished. Some problem with the mechanics apparently. I pointed out the Foe Flusher had been empty for most of the year and the inside of that is muddy enough but never had any grass growing on it but he just muttered something about the light. The mechanics on the big pump tower there are a little broken but hopefully there should be fixed at some point - then it would just be a matter of blocking off the stairs and turning the pumps back on. Won't be me in charge when that happens though, New Year is approaching quickly and everyone is far to drunk to do anything useful.

Maggarg has been badgering me about this lever manual of his again. We found a pile of levers that don't seem to do anything so I'll note them on this handy map I found under a lion in the dining room.

Save (<http://dffd.wimbli.com/file.php?id=1422>)
Map (<http://www.mkv25.net/dfma/map-6974-abbeyverse>)

I'll add points-of-interest to the map marking levers that I know do something useful.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 16, 2009, 12:33:04 pm**

Granite 1071
kaziari handed me a block o' wood today. Took me a while to work out it weren't a log, but a very thick book. Told me it wuz important, and I read it. Lots of little maps labeled "DON'T PULL OR WE DIE, KAY?" Anyway, it had a lot of pages about these new-fangled lever thingies and mech-anne-icks. The pages are nice and soft and loosely bound, and should last me fer bog roll a few months.

(Don't worry, I read all of them. It's Keldor next, right?)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 16, 2009, 07:57:58 pm**

Endok got possessed? I thought he was already legendary??

I think it's my turn, yes. I'll get started tonight or tomorrow. Can't say much else right now, using a laptop with a different format keyboard.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 17, 2009, 01:08:14 pm**

Endok was always a bit odd. ;)

Maybe posession doesn't follow the same 1-artefact max rule? Or he got to legendary the old fashioned way - although I'm sure he's made an artefact in the past.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **September 18, 2009, 11:08:18 am**

There is no reference in previous posts to Endok making an artifact, so it looks like he got legendary the old-fashioned way.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 19, 2009, 06:32:17 am**

Journal of Endok Monagbesmar:

1st Granite, 1071:

I just realized something. Today is the 20th anniversary of our wonderful fortress! This calls for celebration! It's a pity we don't have a

new monument to unveil for the occasion.

Wait, maybe we can open the tree garden!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 19, 2009, 06:38:33 am**

2nd Granite, 1071:

I just noticed that our poor military has been on duty since the last siege! I told the poor blokes to stand down.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 19, 2009, 06:45:21 am**

Later that day

Confound it, the nobles are pushy today! Sodel wants Adamantine, and Jools wants large gems!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 20, 2009, 08:05:28 am**

Always with the adamantite. >:({

Is Kazari still wanted for a good hammering (if a new hammerer ever turns up)?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 21, 2009, 11:02:06 am**

Maggarg would complain that hammerers just aren't what they were when he was a lad, and would go on for hours at the poor hammerer.
That is the first and last time in the history of dwarf fortress the phrase "the poor hammerer" will be used.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 24, 2009, 11:33:48 pm**

I dunno, maybe Maggarg would say that the hammerers just aren't what they used to be, but that it's just as well, making it the first time in a long, long time that Maggarg preferred the current state of affairs of anything over the past. :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 24, 2009, 11:42:09 pm**

Still later that day

I met Valter while I was going out to work on the dirt road. It is my theory that building a dirt road will clear off all the mud, so I'm having some built over the land around Dresden's folly, which has been horribly muddy ever since the incident.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 25, 2009, 12:03:04 am**

3rd Granite, 1071:

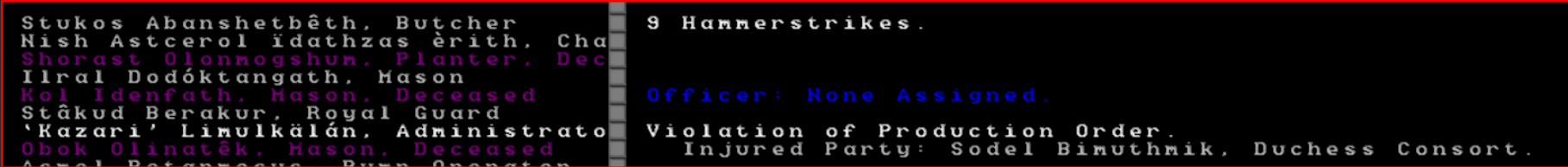
It worked! Dirt roads cleared all the mud right up! I've passed out orders to build roads over all the mud patches in the outer courtyard. Soon we should have wonderful grass for the animals to frolic in!



Speaking of animals, I just discovered two giant lions in need of taming!



I've noticed Kazari skulking about in the deepest tunnels, all while wearing heavy armor. I wonder why?



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 25, 2009, 12:43:59 am**

10th Granite, 1071:

The elves are here! The elves are here! The elves are here!!!

Oh, happy day!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 25, 2009, 04:31:27 am**

No reason. Everything is under control, there is nothing to see here - oh look! Behind you, a baboon!

slowly clanks off

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 28, 2009, 10:03:53 am**

There are lots of corpses that need hammering.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 30, 2009, 04:28:03 am**

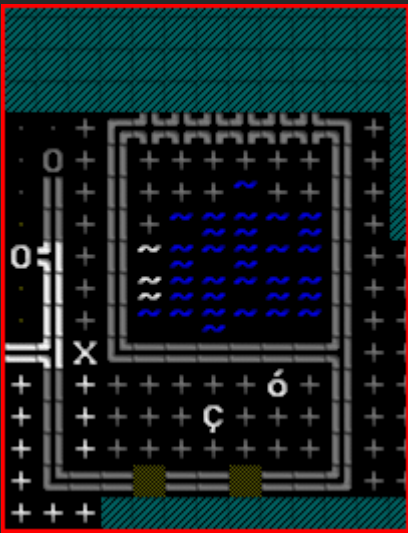
This time I have an excuse for the delay between posts. I went out on a camping trip!

Anyway, continuing with the story in progress.....

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 30, 2009, 04:44:08 am**

16th Granite, 1071:

The tree forest is finished, and no one even thought to tell me! Worse, they forgot to turn it off before connecting it! It's a good thing it's watertight...



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 30, 2009, 04:53:31 am**

17th Granite, 1071:

The trade with the elves was a success! We got a tiger, two alligators, a giant salt water crocodile, and a bilau, along with lots of plants and booze, and some bags and rope, and some dye as well. In exchange, they got some old goblin laundry. Everyone is happy with the deal.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **September 30, 2009, 08:23:43 am**

Quote from: Keldor
This time I have an excuse for the delay between posts. I went out on a camping trip!

Did you go with 6 friends and a wagon? ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **September 30, 2009, 08:57:28 am**

Quote from: Kazindir on September 30, 2009, 08:23:43 am
Quote from: Keldor
This time I have an excuse for the delay between posts. I went out on a camping trip!

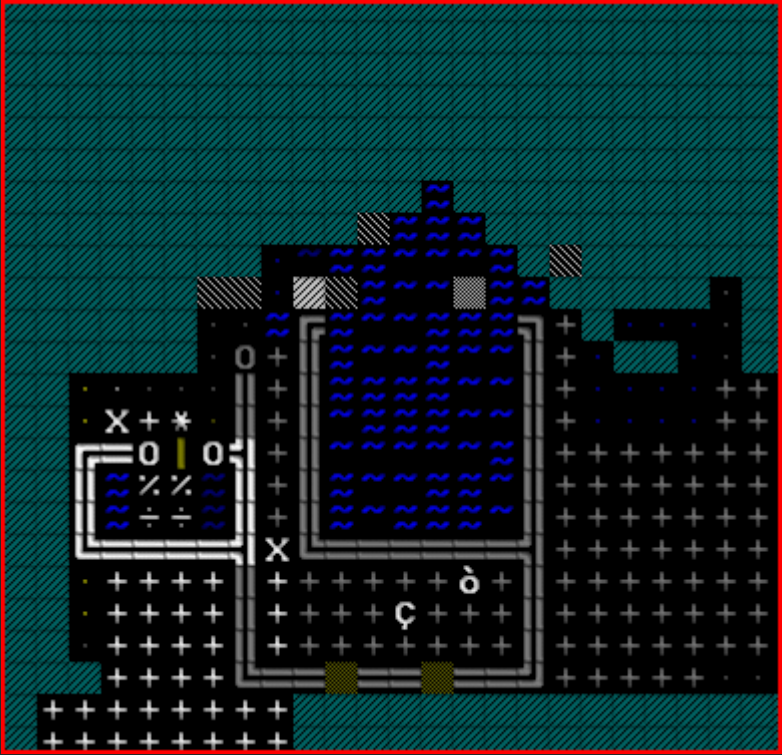
Did you go with 6 friends and a wagon? ;D

Moreover, did you strike the earth?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 30, 2009, 07:40:07 pm**

19th Granite, 1071:

The tree garden is overflowing, and nothing seems to turn the water off! At least it's providing a spectacular waterfall...



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 30, 2009, 08:05:54 pm**

22nd Granite, 1071:

Kivish caught a kobold today. It gave her quite a chase, and nearly got away a couple times by vanishing behind trees, but Kivish finally caught up near the alligator pond. I guess all that hard mining and pump work finally paid off.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 30, 2009, 08:46:29 pm**

28th Granite:

Thieves! How did they get all the way in here??



3rd Slate:

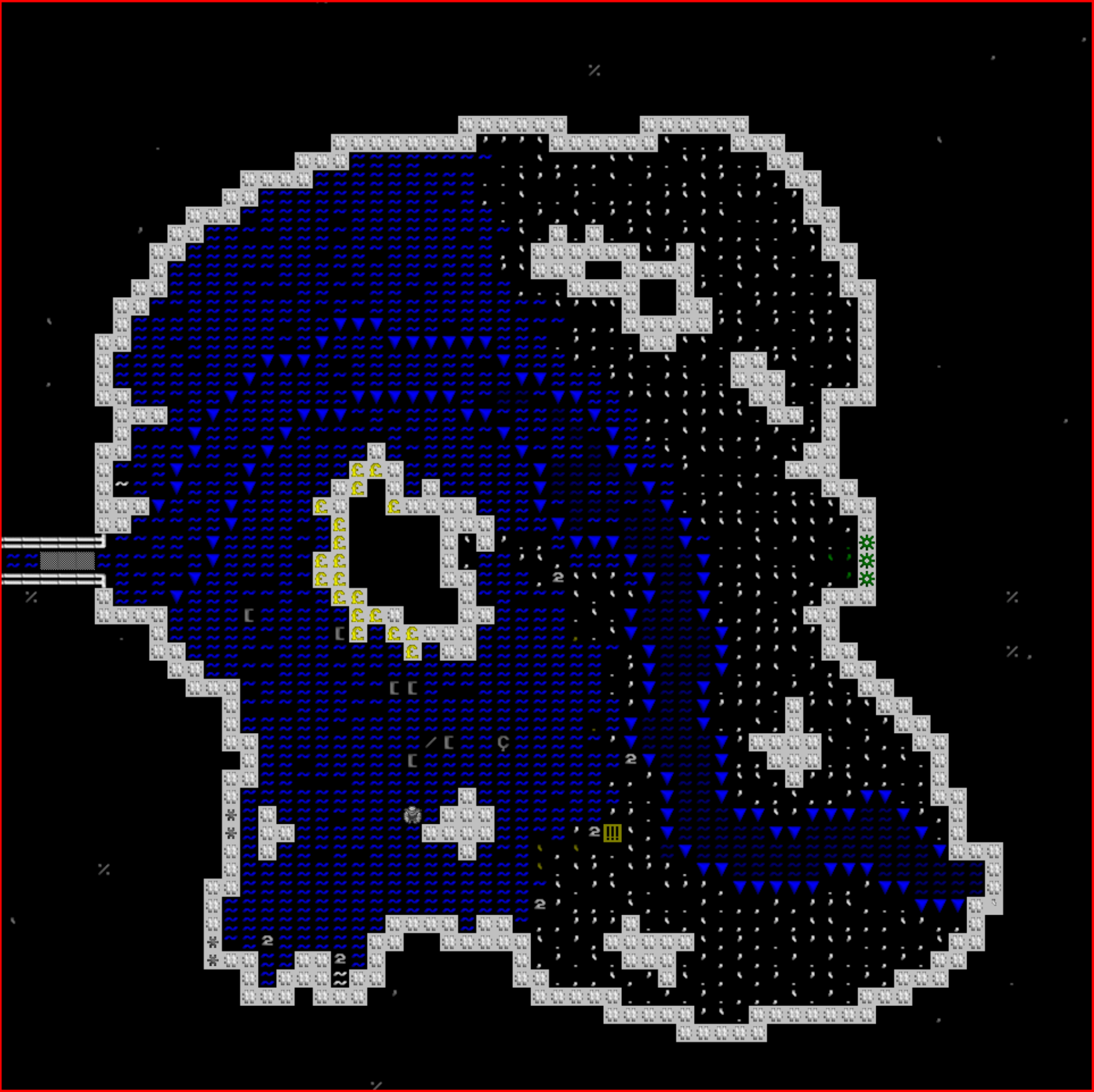
Well, the second one got away. I guess I should have remembered that I was on duty after I got all my old armor on. Still, I nearly caught it.

((Endok is FAST! Not only did he slowly kill the first kobold, but he ran out and equipped a full set of armor and a hammer, realized he was off duty, ran half way back to the fort, and then back after the kobold, and he still very nearly caught it!))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **September 30, 2009, 09:02:02 pm**

6th Slate, 1071:

With the interruption of power from having to shut off the tree farm, Issha's cavern is now flooding! I hope that some one gets that lever hooked up, and quickly, or else this could be bad...

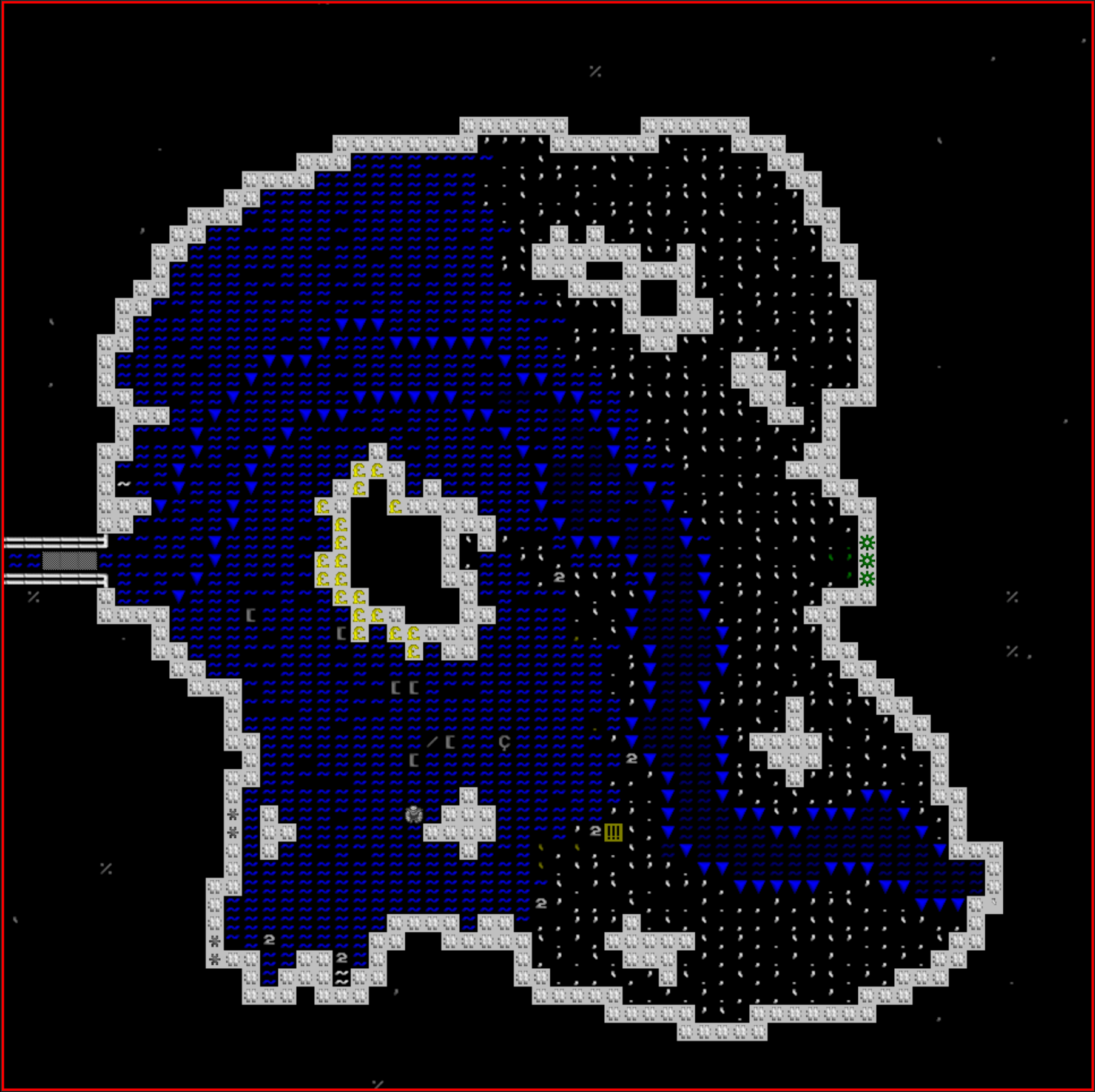


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 01, 2009, 06:28:41 am**

[Quote from: Keldor on September 30, 2009, 09:02:02 pm](#)

6th Slate, 1071:

With the interruption of power from having to shut off the tree farm, Issha's cavern is now flooding! I hope that some one gets that lever hooked up, and quickly, or else this could be bad...



Huh, call that a flood! When I were but a shield for my old ma, the whole WORLD flooded. We all died that day. 'Course, folk were tougher in them days, so we all woke up in about 40 days time and found someone'd parked a ruddy great boat full of animals on the mountain. We were quids in fer weeks after we finished making leather socks out o' them.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 01, 2009, 07:07:39 am**

Bah, this is what happens when nobles meddle with mechanics!

I wonder if a bronze colossus needs to breathe...

((I don't understand! ;)
Although the water in that system seems very...odd. It almost flooded the bridge at the beginning of last year.))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **October 01, 2009, 12:02:35 pm**

Keldor ... causing a flood? :o

:P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 02, 2009, 04:11:33 am**

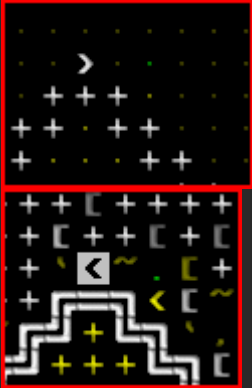
Well, I don't think it's very bad. Basically, they rebuilt the axle connecting the two waterwheel systems, which overloaded the east wheels, since the west ones are disconnected to turn off the tree farm. The water in the cavern is probably just the extra water in the plumbing pooling down at the bottom now that all the pumps are off.

As a side note, I think the framerate has doubled now that the pumps are off. :-P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 02, 2009, 05:18:20 am**

19th Slate, 1071:

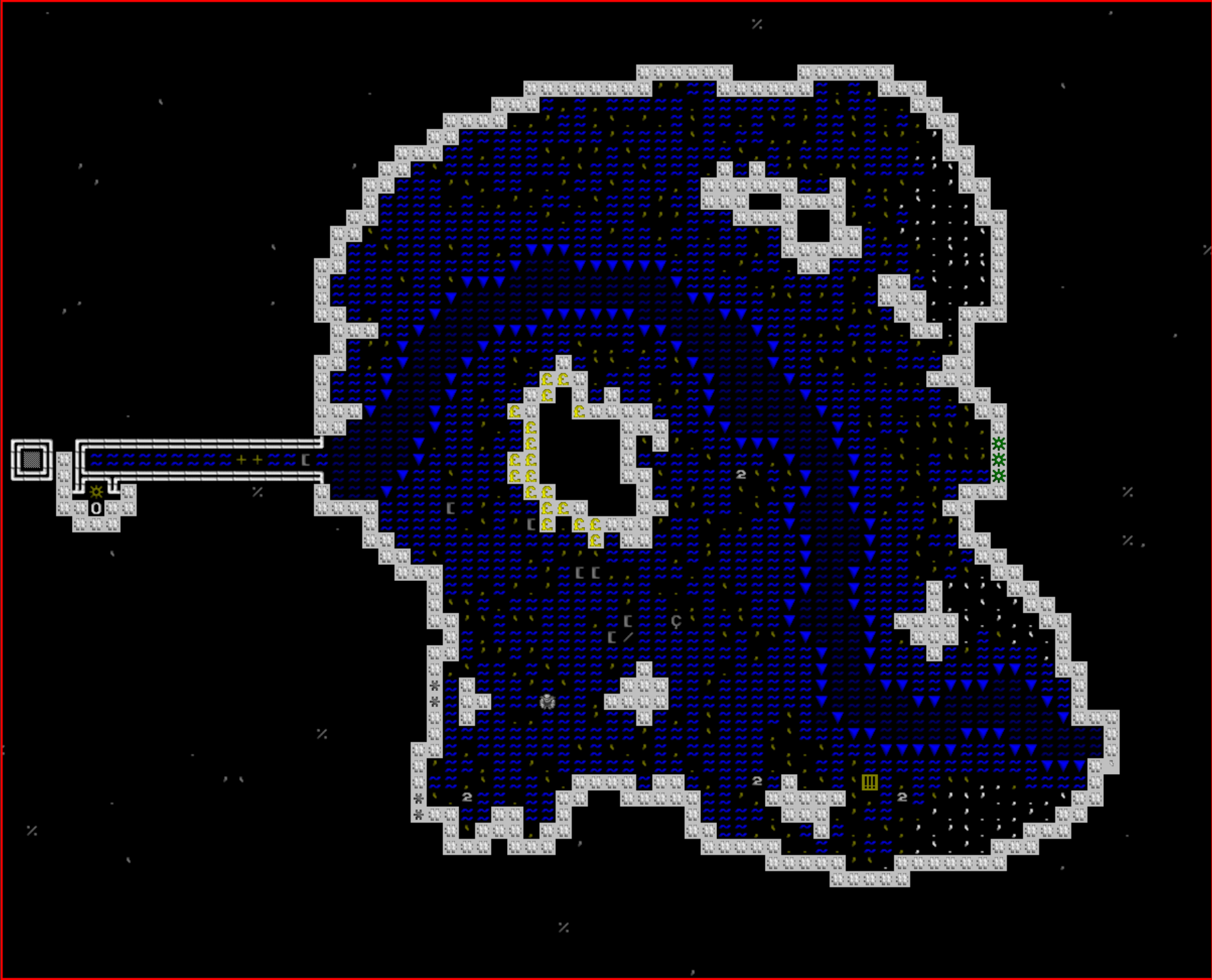
Today I discovered something odd with one of the stairways. The top half doesn't line up with the bottom. I suppose something should be done about this...



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 02, 2009, 05:30:34 am**

22nd Slate, 1071:

The western waterwheels have finally been reconnected! The flooding in Issha's cavern should soon recede now that the pumps are working.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 02, 2009, 05:49:18 am**

26th Slate, 1071:

This fortress is full of odd surprises. Today, I discovered an old craftsdwarf workshop buried in the furniture stockpile. What's more, it appears that it has been forbidden for some time. Quite odd.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 02, 2009, 07:56:25 am**

Try the lever (<http://www.mkv25.net/dfma/poi-18354-endoksartificialtreegardenwaterer>) next to the lower level of the tree garded. I don't know if it works but the paperwork should say - it's stored safely in one of the stockpile levels. Somewhere. Unless Maggarg has needed more toilet paper recently.

Have the Hammersaunterers been stood down? That would explain why Endok has taken to dishing out vigilante justice to passing evildoers with frightening speed!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 02, 2009, 10:02:59 am**

bah, young folk have sunken so low these days.
Someone nicked that nice book/toilet paper kaziari gave me.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 06, 2009, 12:13:33 am**

27th Slate, 1071:

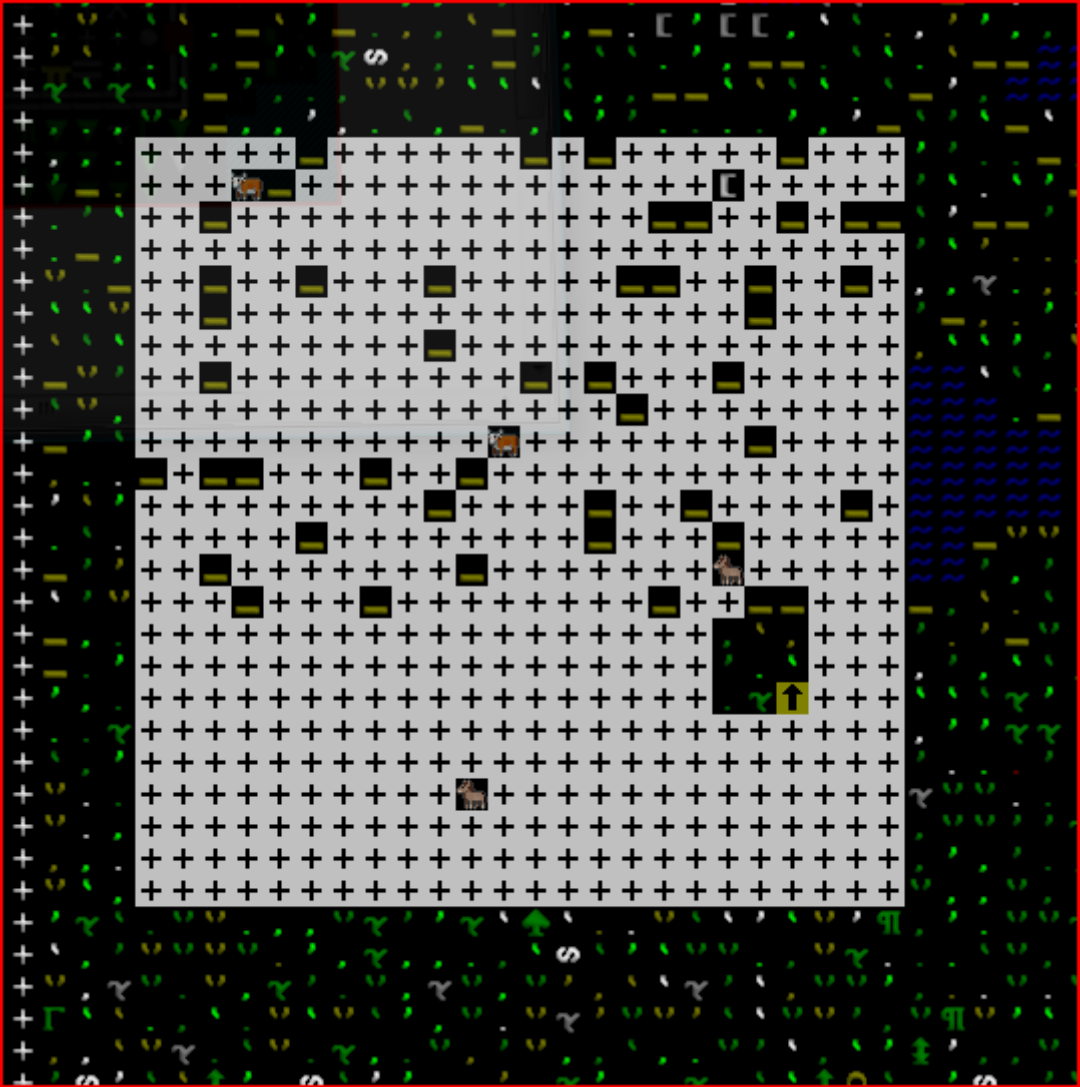
I haven't seen Kazari in quite some time. I wonder where she went?



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 06, 2009, 01:17:06 am**

8th Felsite, 1071:

Maggarg has begun coordinating the construction of... something. He says it'll be a replica of something from Copperblazes. I wonder what it might be?



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 06, 2009, 01:41:50 am**

10th Felsite, 1071:

Even though no one seems to know where Kazari is, she seems to still be processing our work orders. Maggarg just posted a new order for statues, officially notarized by Kazari. The paper itself is rather crumpled and dirty, as if someone had tried to force it under a door. Very odd.



Work Orders	Left	Validated
Smelt Native silver Ore	18 / 18	✓
Construct Iron Statue	16 / 16	✓
Construct Silver Statue	16 / 16	✓

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 06, 2009, 01:53:48 am**

12th Felsite, 1071:

Jools has just instated a new mandate for... floodgates??

Owned Objects: 113

Holdings:

Opulent Throne Room

Grand Bedroom

Grand Dining Room

Grand Mausoleum

5 Chests

3 Cabinets

3 Weapon Racks

3 Armor Stands

Needs:

Grand Bedroom

Grand Dining Room

Grand Mausoleum

5 Chests

3 Cabinets

3 Weapon Racks

3 Armor Stands

Mandates:

Make floodgates (2/2)

Enter:

View thoughts and preferences.

r:

View relationships.

y:

Customize.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 06, 2009, 11:42:35 am**

I knew that shack was evil.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 08, 2009, 06:46:00 am**

12th Hematite, 1071:

The humans have laid siege to us!

It seems however that this siege consists of little more than a rabble of peasants led by a handful of unskilled fighters. Most of them don't even have weapons or armor! It's a marvel that they actually have horses.

Perhaps I should send some of the greener recruits out after them. It'll give them valuable battleground experience, but at minimal risk.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 08, 2009, 06:59:19 am**

15th Hematite, 1071:

After consulting with our military commanders, it has been decided that we may as well just ignore the humans. There's important work to be done outside on the other side of the river, and besides, the humans seem to just be out on a camping trip. If they do decide to attack, they'll have to come in through the west gate, which no one has had any reason to go near for quite some time, and then past the Nist Akath yard, where there will no doubt be a few of the fortress and royal guard sparring. It's about time they do something to contribute to the fortress anyway.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Qmarx** on **October 08, 2009, 10:45:54 pm**

Would it be possible to put in some 3d renders of the fortress?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 09, 2009, 09:55:11 pm**

I believe there are already a few scattered about, but sure, I'll see about getting some good ones. ;)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 11, 2009, 03:23:26 am**

Here are some of the sights of Abbeyverse!

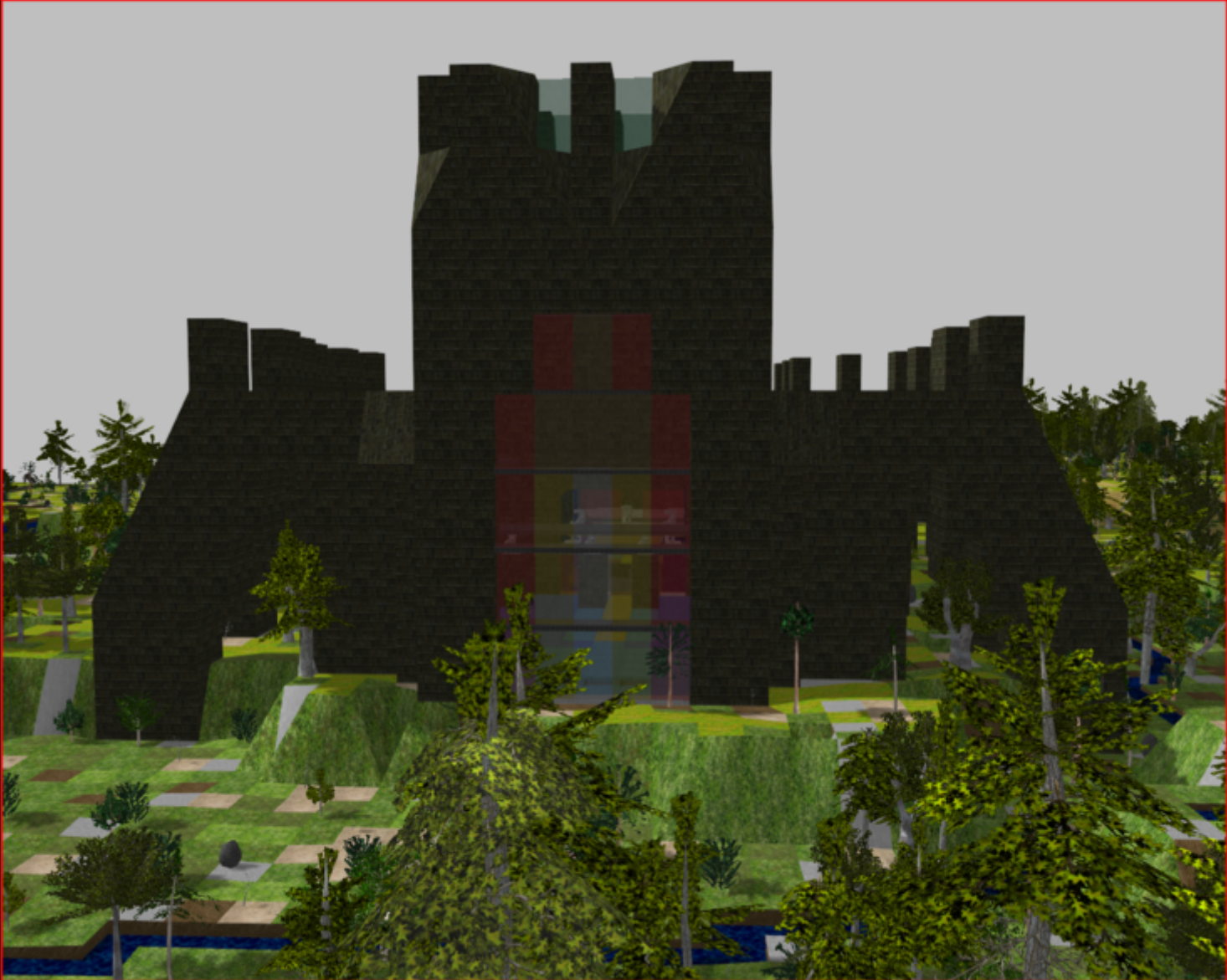
[Spoiler](#) (click to show/hide)



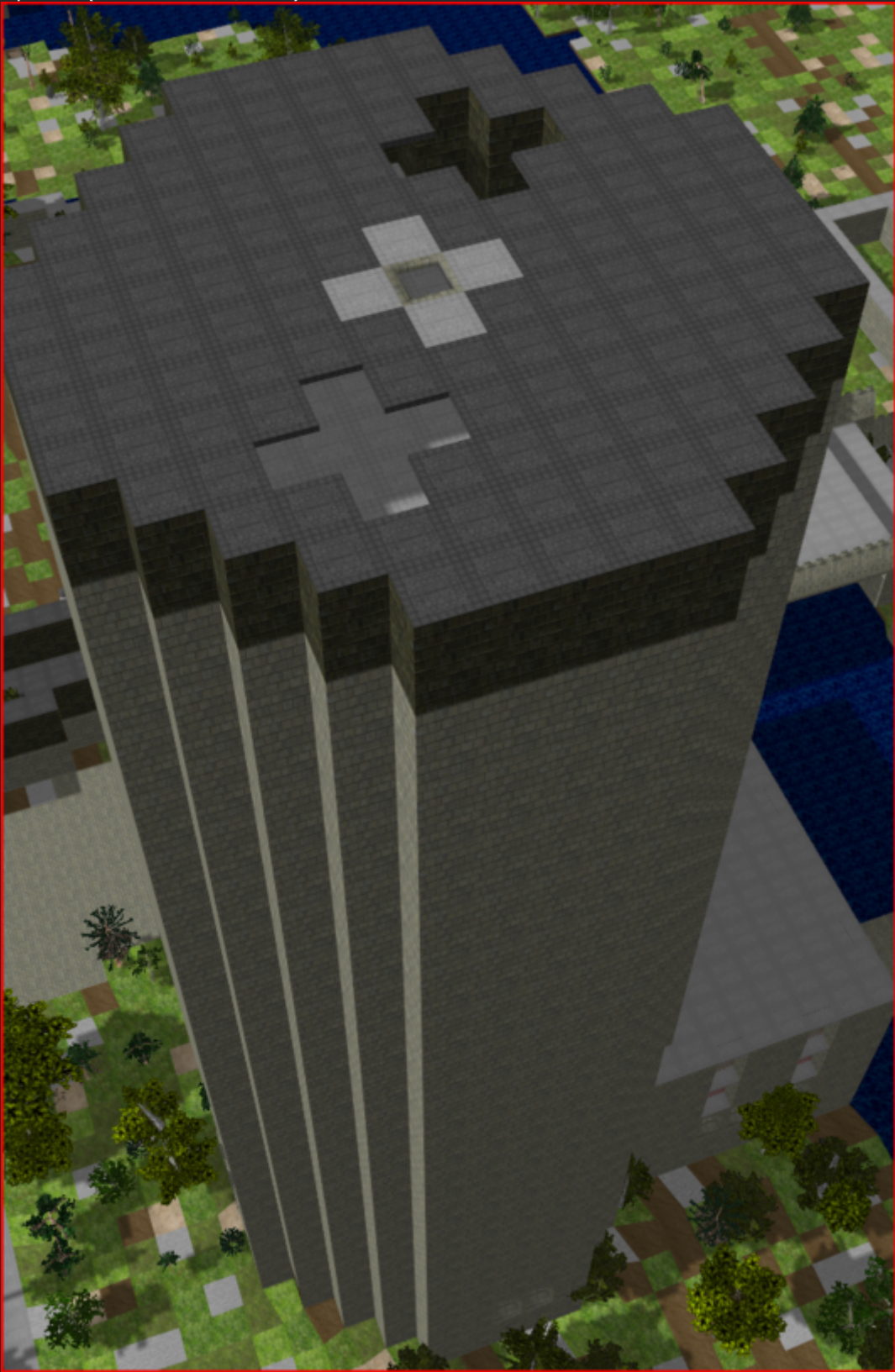
[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)

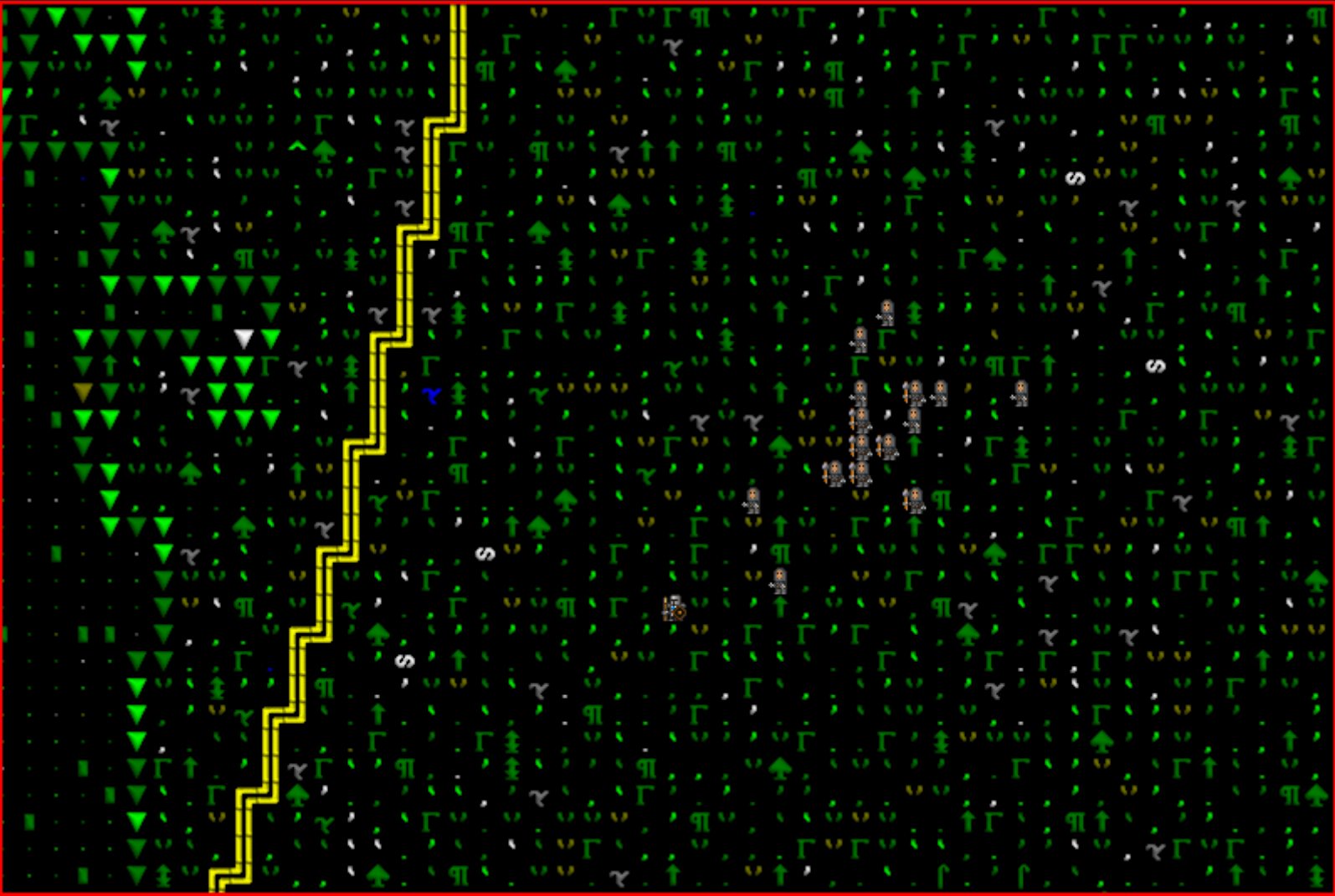


[Spoiler \(click to show/hide\)](#)



20th Hematite, 1071:

Some of the human siegers are now approaching the fortress.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 11, 2009, 03:49:23 am**

24th Hematite, 1071:

The first squad of humans is in full retreat after one of their members blundered into one of our green crossbowdwarves and was promptly filled with bolts. Whether it was due to the loss, or to Maggarg storming out the gate to shout obscenities at them which broke their morale is unclear.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 11, 2009, 03:52:15 am**

25th Hematite, 1071:

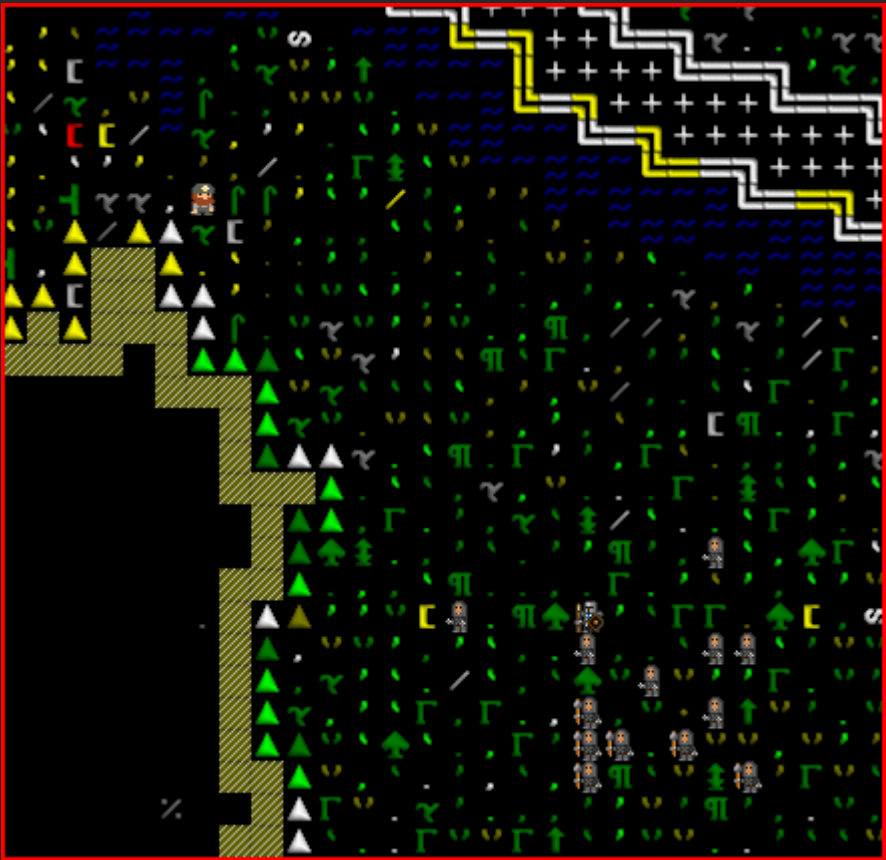
While pursuing one of the scattering humans, Vulcar Mirrorshot ran out of bolts. Unfazed, he simply tackled the human and horse and beat them both to death with his copper crossbow.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 11, 2009, 03:58:13 am**

26th Hematite, 1071:

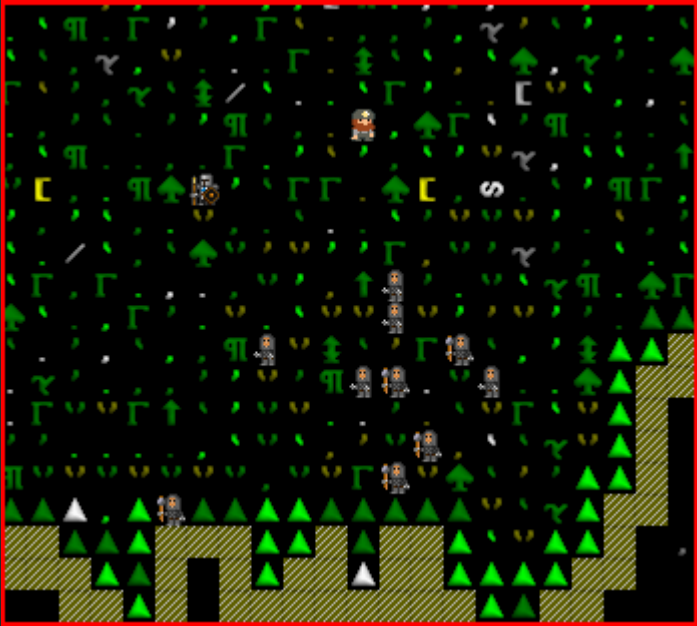
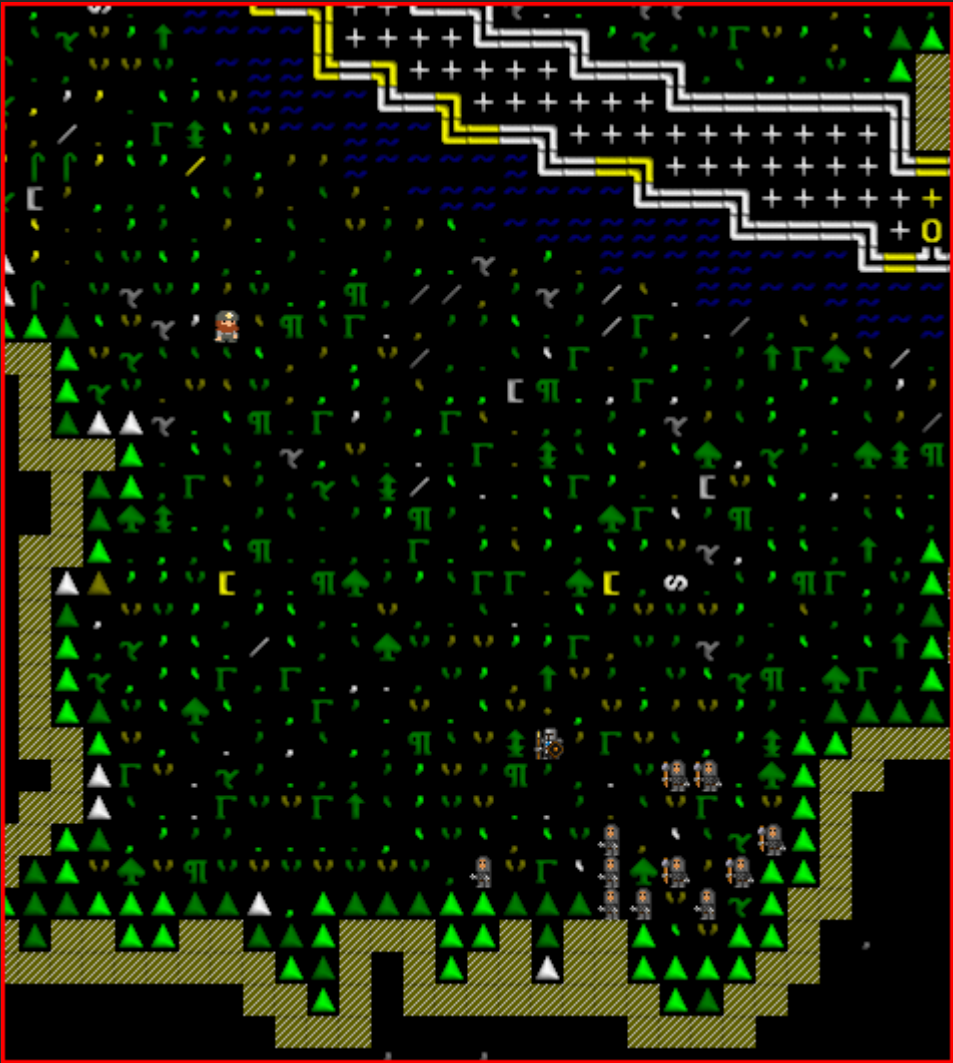
It seems that the group of humans had not fled as we had thought, and have now regrouped to make another thrust at the fortress. In response, Maggarg went back out the gate to shout at them some more.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 11, 2009, 04:01:51 am**

27th Hematite, 1071:

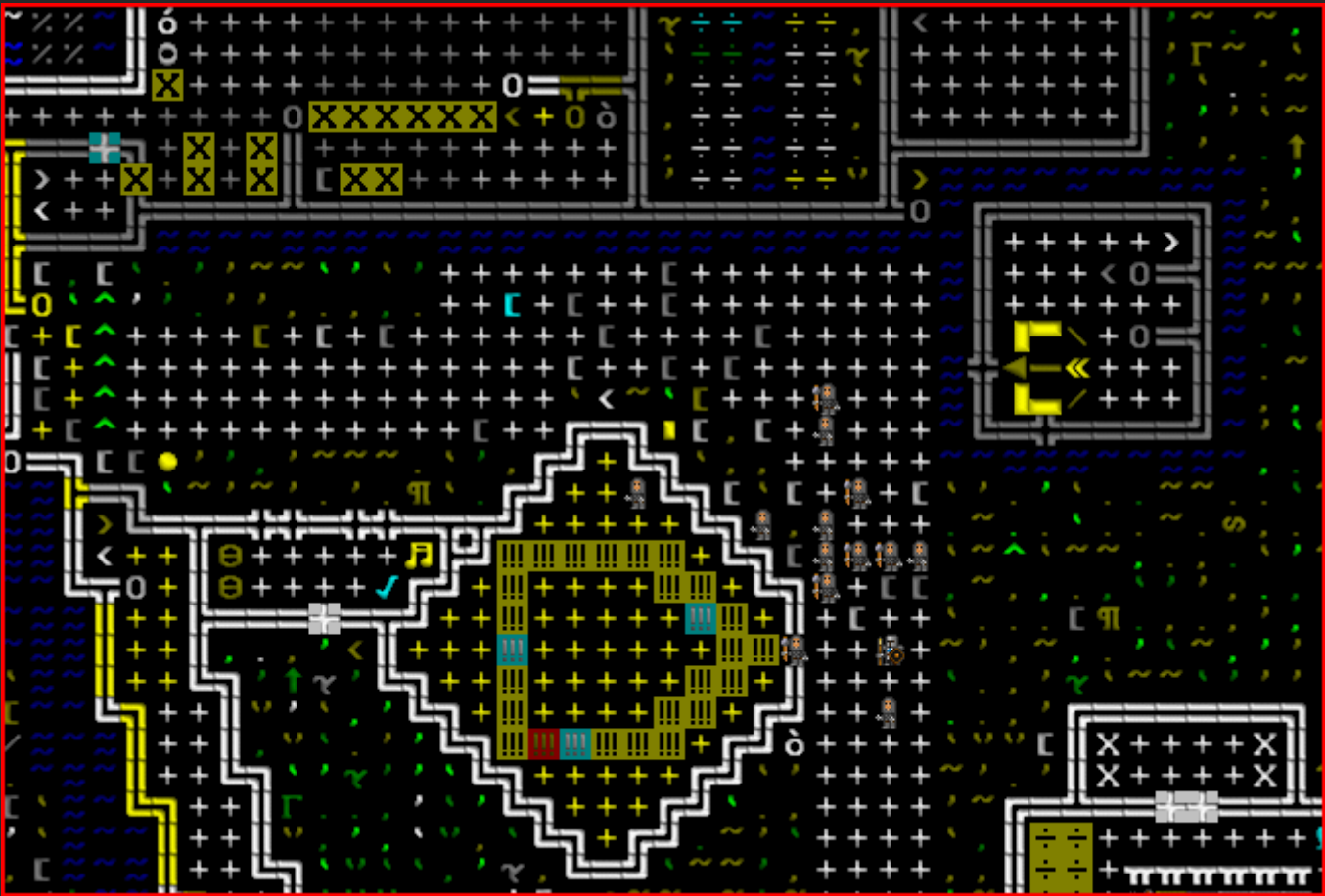
Perhaps unsurprisingly, Maggarg's verbal assault has broken the back of the human advance, and they again retreat in disarray.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 11, 2009, 04:35:00 am**

7th Malachite, 1071:

Once more the humans charged, and once more Maggarg went out to shout at them, to great effect. Alas, when they finally got up their nerve again, Maggarg was too busy caging a cat to go out and drive them off again. They have now reached the gate. It's a pity that we could not fire the ballista in time, as they were perfectly lined up a moment ago.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 11, 2009, 05:03:26 am**

13th Malachite, 1071:

Pandemonium has followed the charge of the humans, as they break up and run off willy nilly away from our champions. Meng Axepull of the fortress guard has in particular distinguished herself, with 4 human kills, including their leader, and three horses. It's a pity her baby got wounded during the fight, though I'm sure little Iteb will be just fine. He's a strong, Strapping baby, that one.



Meng also made a perfect hole in one in the ongoing champion golf tournament. She hit a horse right into the tunnel under the southwest guard tower.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Qmarx** on **October 11, 2009, 05:31:37 pm**

Thanks.

Abbeyverse is a pretty cool fort.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **October 12, 2009, 07:52:52 am**

Oh thats a nice 3d visualiser you got there, the Abbey looks awesome. Looks like the rest of the outerwall could do with filling out at some point though, hmm. :)

If you have a pile of spare time, it might be nice to go back and get shots of the fortress at the end of each year like the first one above - the arial overview. Just to see how it grew over the years. ;D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 12, 2009, 08:39:29 am**

Bah, humans. It was better when they stuck to livin' in trees, tho' to be honest it were a mistake to let 'em out of the sea.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 17, 2009, 09:29:21 pm**

14th Malachite, 1071:

The various human invaders milling about the outer courtyard have been causing quite a disturbance among the workers working on Maggarg's project. I wonder where the fortress guard and the royal guard have gotten off to?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 17, 2009, 09:37:11 pm**

16th Malachite, 1071:

I found where our military has gotten off to. I think I'll seave them to it - being properly drunk is essential to fighting.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 17, 2009, 10:03:29 pm**

19th Malachite, 1071:

Tragedy struck today as Kosoth Abanag Gethustshar SebİR died today while fighting a human maceman. After running out of bolts, Kosoth elected to fight the human hand to hand, resulting in a protracted battle with neither of them gaining an advantage until they both fell into the moat and drowned.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 17, 2009, 10:15:25 pm**

20th Malachite, 1071:

One of the nastier parts of being a bookkeeper is managing the stocks after a battle.

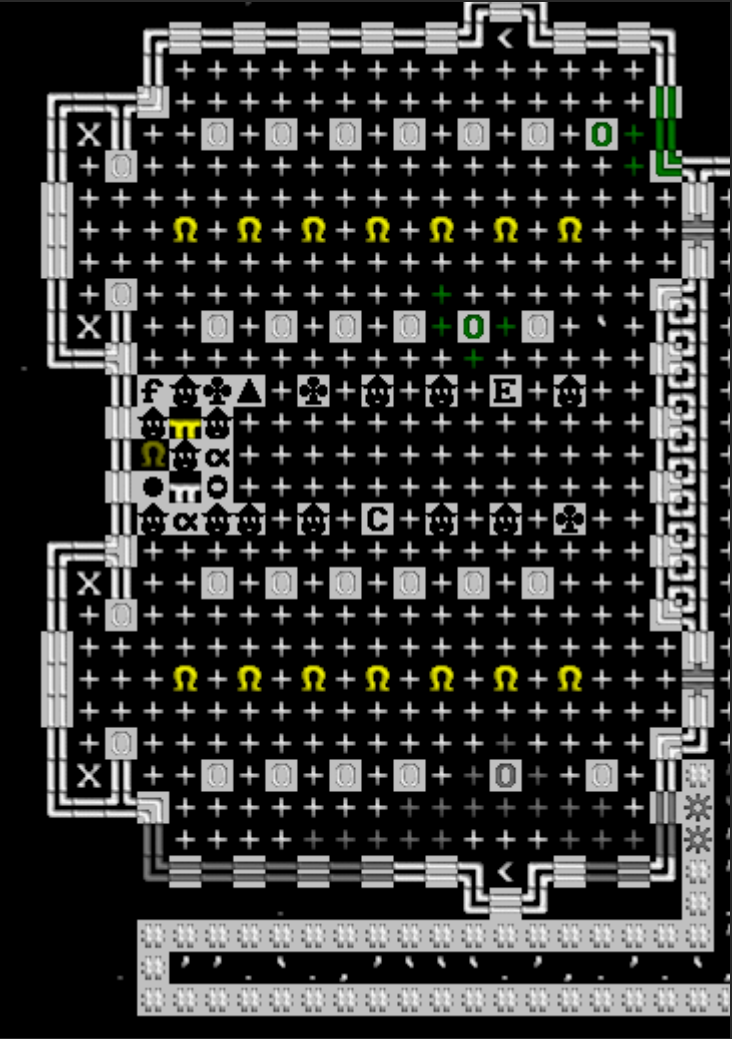
Horse head
Horse right front leg
Horse left front leg
Horse right rear leg
Horse left rear leg
Horse tail
Horse head
Horse right front leg
Horse left front leg
Horse right rear leg
Horse left rear leg
Horse tail
Ori Nubponathob's head
Horse lower body
Horse head
Horse right front leg
Horse left front leg
Horse right rear leg
Horse left rear leg

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 17, 2009, 10:41:06 pm**

Journal of Ustuth Elbellogem:

25th Malachite, 1071:

Oh, what a catastrophe! What calamity! How can it be possible that there is such ineptitude among dwarves?! I have discovered a rough patch in my throne room! Worse yet, one of the pillars is out of alignment! What would my sweet tootsie say? Oh, that I should have to deal with such incompetence! I must find an engraver at once to fix this most grievous oversight!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 17, 2009, 10:43:26 pm**

Journal of Endok Monangbesmar:

24th Malachite, 1071:

The king consort came up today looking absolutely distraught. Seeing that I am an engraver, he practically begged me to come quick, that there was something that needed to be done immediately at all costs. I wonder what that could be?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **October 20, 2009, 01:13:36 pm**

Looking at the turn times and considering the speed (if such a word is appropriate) of the fortress, all of us must be Superdwarvenly Paitient

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 21, 2009, 01:01:36 am**

Perhaps that's the real reason that we have such a small player base for Abbeyverse? :P

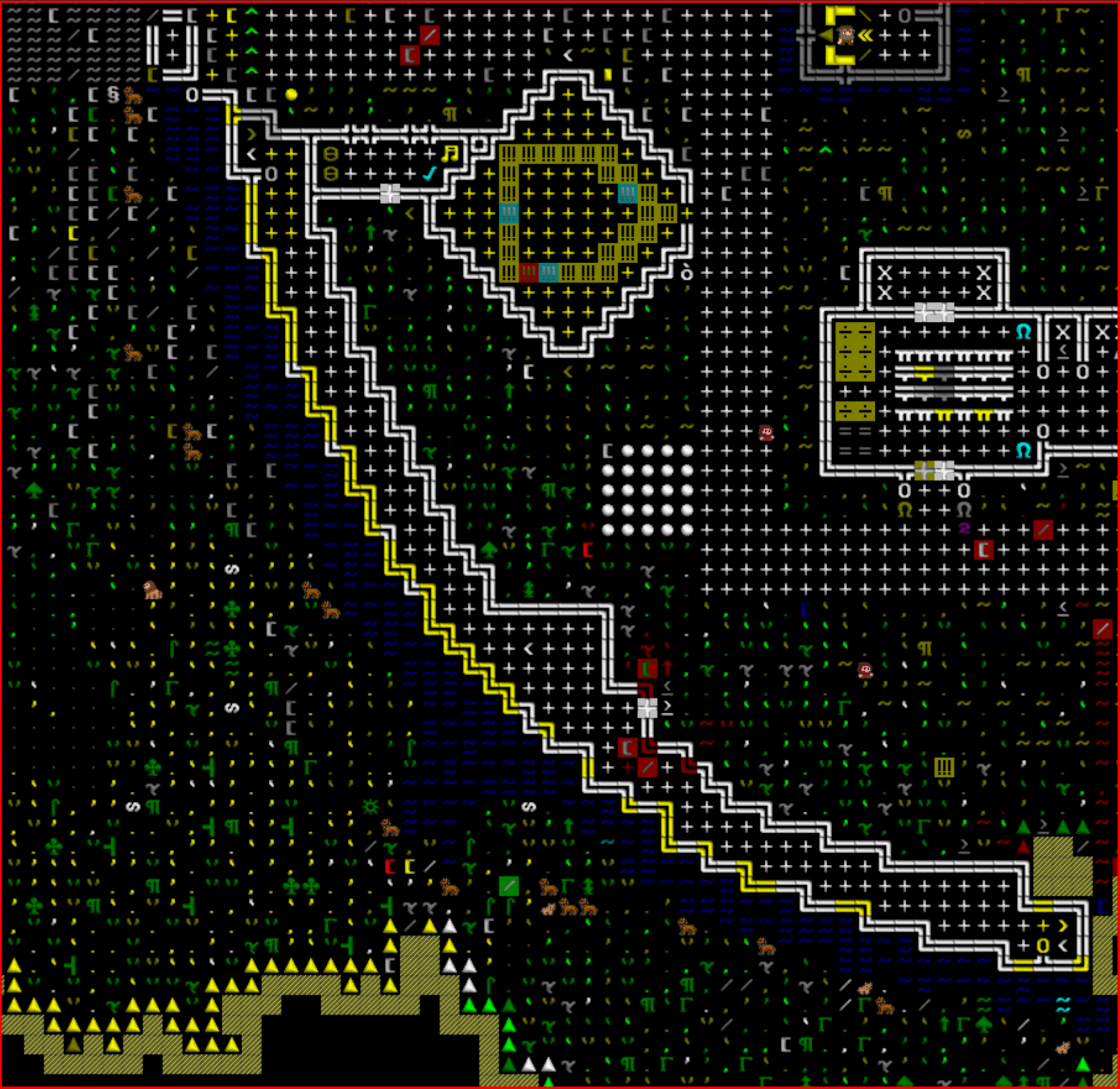
And no, the word "speed" is grotesquely inappropriate. That said, I really can't think of a word strong enough to properly express the unspeed inherent in this.

EDIT: Hmm... perhaps geological timescales...

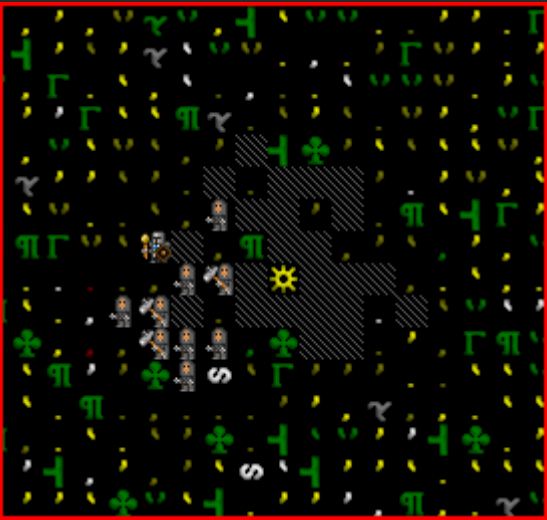
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 22, 2009, 07:55:58 am**

11th Galena, 1071:

A number of war dogs have taken to helping their trainer haul goblin refuse. I wonder who the trainer was? Could it be me?



Come to think of it, should those humans ever decide to finish their barbecue and attack, the dogs are in a good place.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 25, 2009, 09:19:47 am**

15th Galena, 1071:

Ustuth Roofprotals was perhaps a bit overzealous in dispensing a beating to oun of our pump operators, Minkot Zasikal.



Minkot Zasikal, Pump Operato
"Minkot Crystalhealed"

upper body Unconscious
lower body Tired
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

Minkot Zasikal, Pump Operato
"Minkot Crystalhealed"

stomach Unconscious
pancreas Tired
spleen
right kidney
right shoulder
left elbow
right wrist
left wrist
right knee
left knee
lower spine
first finger, r
first finger, l
second finger, r
third finger, r
third finger, l

I suppose justice is justice, though, and he had it coming for failing to learn how to operate the furnace and produce electrum items for our tax collector.

note Minkot died shortly thereafter.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 25, 2009, 09:27:06 am**

Later that day:

I finally found Kazari! She's in the old cabin north of the fortress. When I asked her what she was doing there, she told me that she was a fugitive of justice, and that no, she wasn't going to come out. Now, normally, I'd expect a dwarf to face justice, so that they can learn from their mistakes and not repeat them, but after what happened to Minkot, perhaps Kazari has a good reason to be there.

It also explains why the latest work orders have looked so battered. Turns out she actually has been shoving them under the door rather than risk opening it.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **October 25, 2009, 10:21:17 am**

1st Limestone, 1071:

Autumn has arrived, not that you could tell it from the weather, which remains as hot as ever. Maybe it'll stop raining though.

Anyhow, the humans are still camping outside. Perhaps I should send the military after them after all, since they might scare off the dwarven caravan. We need our imported gems. Or maybe it isn't worth the bother.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 02, 2009, 01:06:31 am**

23rd Limestone, 1071:

After nearly a whole month of uneventfulness, something surprising happened! No, Maggarg's secret project is not complete (though he tell me it's nearly half way finished), and no, the humans are still roasting those strange white fluffy things over their campfires, rather, we ran out of iron bars!

Kazari had been assuring me that we still have over 100 in stock, so I assumed that we would have plenty for Maggarg's project. What Kazari failed to mention was that most of these bars have been built into the top of the great salt shaker! As such, we only have two iron bars left that are actually free to use. I suppose it's time to put in another work order to smelt some more iron...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 02, 2009, 04:10:51 pm**

Quote from: Keldor on November 02, 2009, 01:06:31 am

23rd Limestone, 1071:

After nearly a whole month of uneventfulness, something surprising happened! No, Maggarg's secret project is not complete (though he tell me it's nearly half way finished), and no, the humans are still roasting those strange white fluffy things over their campfires, rather, we ran out of iron bars!

Kazari had been assuring me that we still have over 100 in stock, so I assumed that we would have plenty for Maggarg's project. What Kazari failed to mention was that most of these bars have been built into the top of the great salt shaker! As such, we only have two iron bars left that are actually free to use. I suppose it's time to put in another work order to smelt some more iron...

There's still plenty of ore around, we don't normally use that much. We already have enough weapons and armour for pretty much every dwarf in the fortress.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Keldor** on **November 03, 2009, 08:21:59 am**

You're quite right, we have plenty of ore, and even if we didn't, we have years worth of goblin imported iron junk to melt down. It's still rather amusing that the stocks screen shows over 100 iron bars, and yet there aren't enough left to make a statue... ::)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Kazindir** on **November 03, 2009, 11:03:39 am**

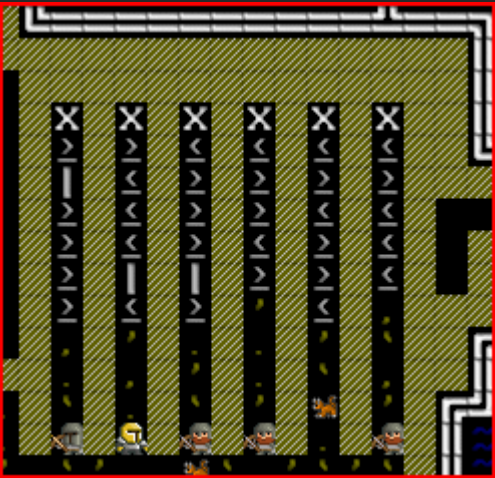
There are probably a fair few stuck - marked for hauling, crafting and unknowable rituals that never seem to get done - as well. I noticed there seem to be approximately eleventy billion jobs queued in various places that never seem to get done. :)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Keldor** on **November 04, 2009, 10:38:22 pm**

24th Limestone, 1071:

With the new influx of human bones, we now have enough bolts for our archers to start training in earnest again.

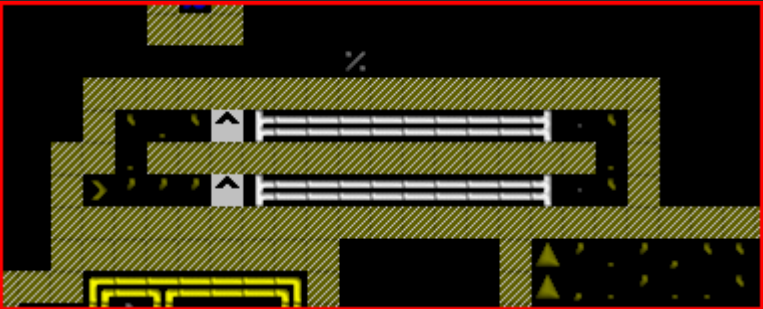


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Keldor** on **November 04, 2009, 11:08:04 pm**

2nd Sandstone, 1071:

I saw one of those poor goblins in a cage today. It was literally withering away, as it had not had any exercise for years. I've convinced Maggarg and Valter to dig out what will become our new goblin exercise clinic. It's important that our prisoners stay in shape!

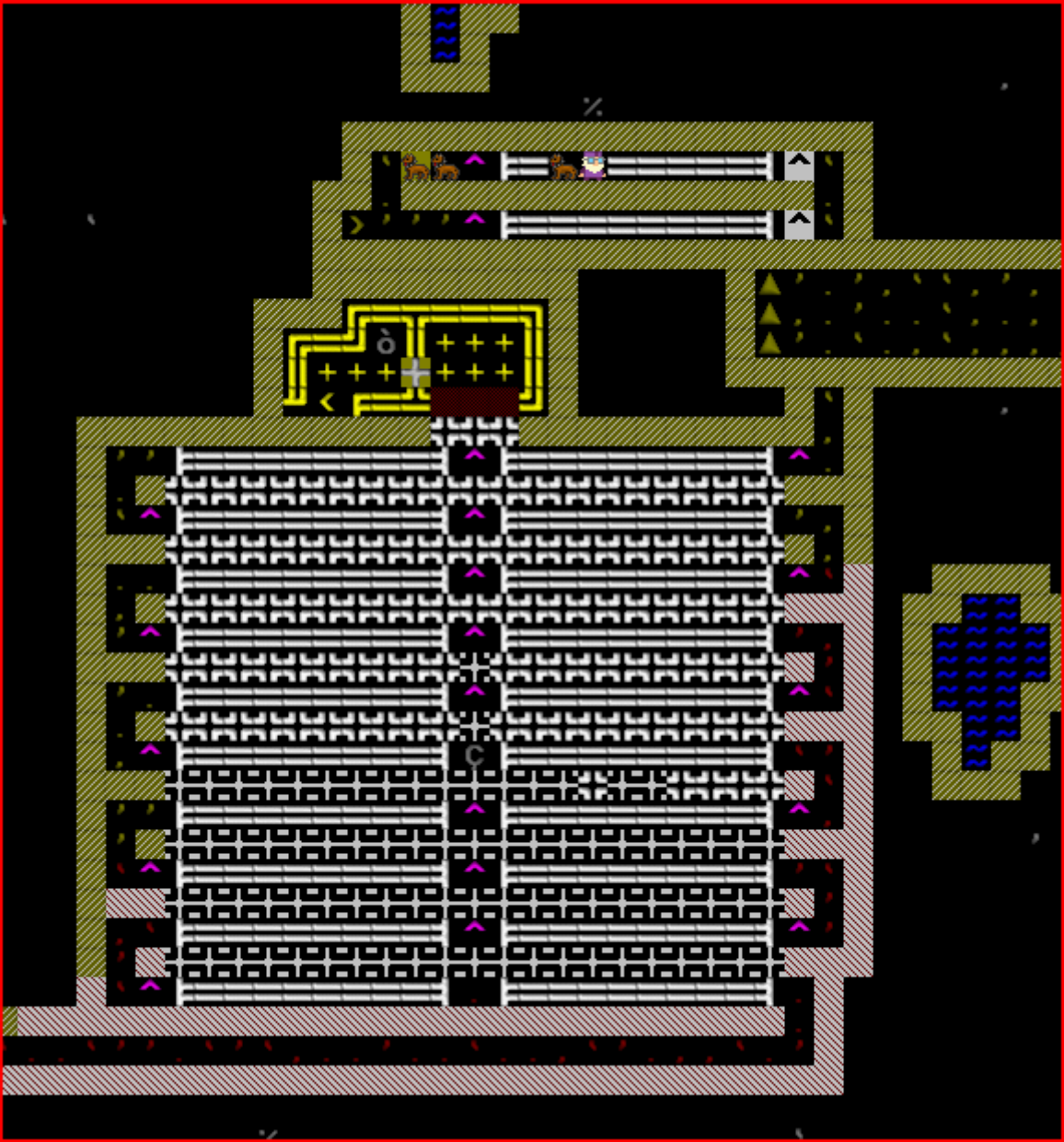


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**

Post by: **Keldor** on **November 05, 2009, 12:45:24 am**

20th Sandstone2 1071:

In the hopes of actually finishing the foe sorter and the goblin exercise clinic ore day, I have focused my energies on mechanics, and am leaving all the pending masonry to other dwarves. I have heard rumors that there's one dwarf that has spent the last three years trying to link the same bridge to a pressure plate. I really need to show them how it's done.

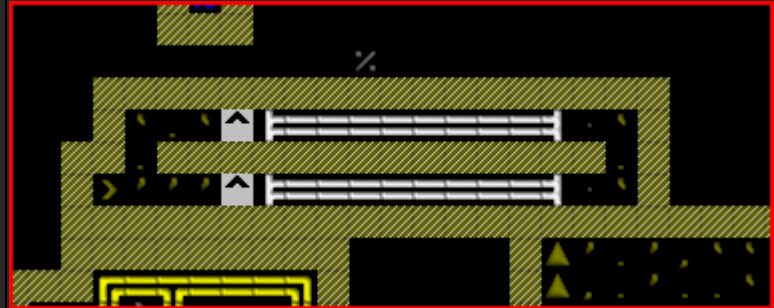


Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 05, 2009, 08:56:56 am**

Quote from: Keldor on November 04, 2009, 11:08:04 pm

2nd Sandstone, 1071:

I saw one of those poor goblins in a cage today. It was literally withering away, as it had not had any exercise for years. I've convinced Maggarg and Valter to dig out what will become our new goblin exercise clinic. It's important that our prisoners stay in shape!



Ye want what!
Why're the goblins alive in the first place!
Huh, young folk and their fancy modern compassion.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 01:13:37 am**

1st Timber, 1071:

Well, here's one demand she's unlikely to have fulfilled.

Sodel Bimuthmik, "Sodel Slingshaken", Duchess Consort

Owned Objects:88

Holdings:

Royal Throne Room

Royal Bedroom

Royal Dining Room

Grand Mausoleum

5 Chests

5 Cabinets

3 Weapon Racks

3 Armor Stands

Needs:

Grand Bedroom

Grand Dining Room

Grand Mausoleum

5 Chests

3 Cabinets

3 Weapon Racks

3 Armor Stands

Demands:

Adamantine chest in Bedroom

Mandates:

Export of bucklers Prohibited

Make Adamantine items (1/1)

Make bucklers (1/1)

Enter:

View thoughts and preferences.

r: View relationships.

y: Customize.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 01:23:34 am**

3rd Timber, 1071:

The mechanical portion of the goblin exercise clinic is completed! All that remains is to finish adding the beds and then to dig the final sections and we will finally be able to treat our prisoners with the amount of dwarfanity that they deserve!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 01:38:24 am**

8th Timber, 1071:

The goblin exercise clinic is finally complete! Time to unveil it to the first lucky goblins! Well, as soon as Maggarg gets back out - he dug the channel from the wrong side.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 09, 2009, 01:47:05 am**

Throw me in, maybe i will tame a carp =P

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 02:02:08 am**

11th Timber, 1071:

The humans have finally broken camp and are marching towards the fortress! This time, the ballista is loaded and ready to fire as soon as they reach the outer gate...



((The carp are extinct, alas. Most of them were dieing of old age, and I accidentally killed the last few trying to transfer them into the abbey pit. I'll add you to the list anyway, though, if you're still interested))

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 02:05:18 am**

12th Timber, 1071:

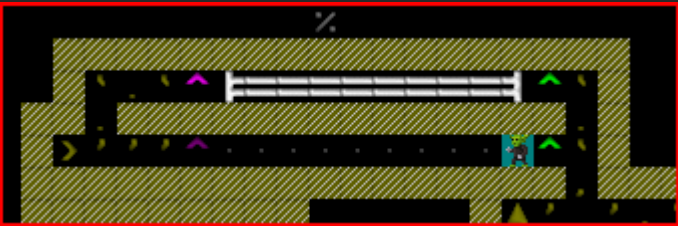
Jools himself has dumped the first goblin into the exercise clinic. He winked at me as he passed me in the hall, saying "this will be amusing". What's so funny about goblins exercising? Nobles are a strange breed.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 02:12:26 am**

13th Timber, 1071:

Alas, the first goblin escaped! The bridge mechanisms are too sluggish, it seems. I'll have to install an improvement I guess.

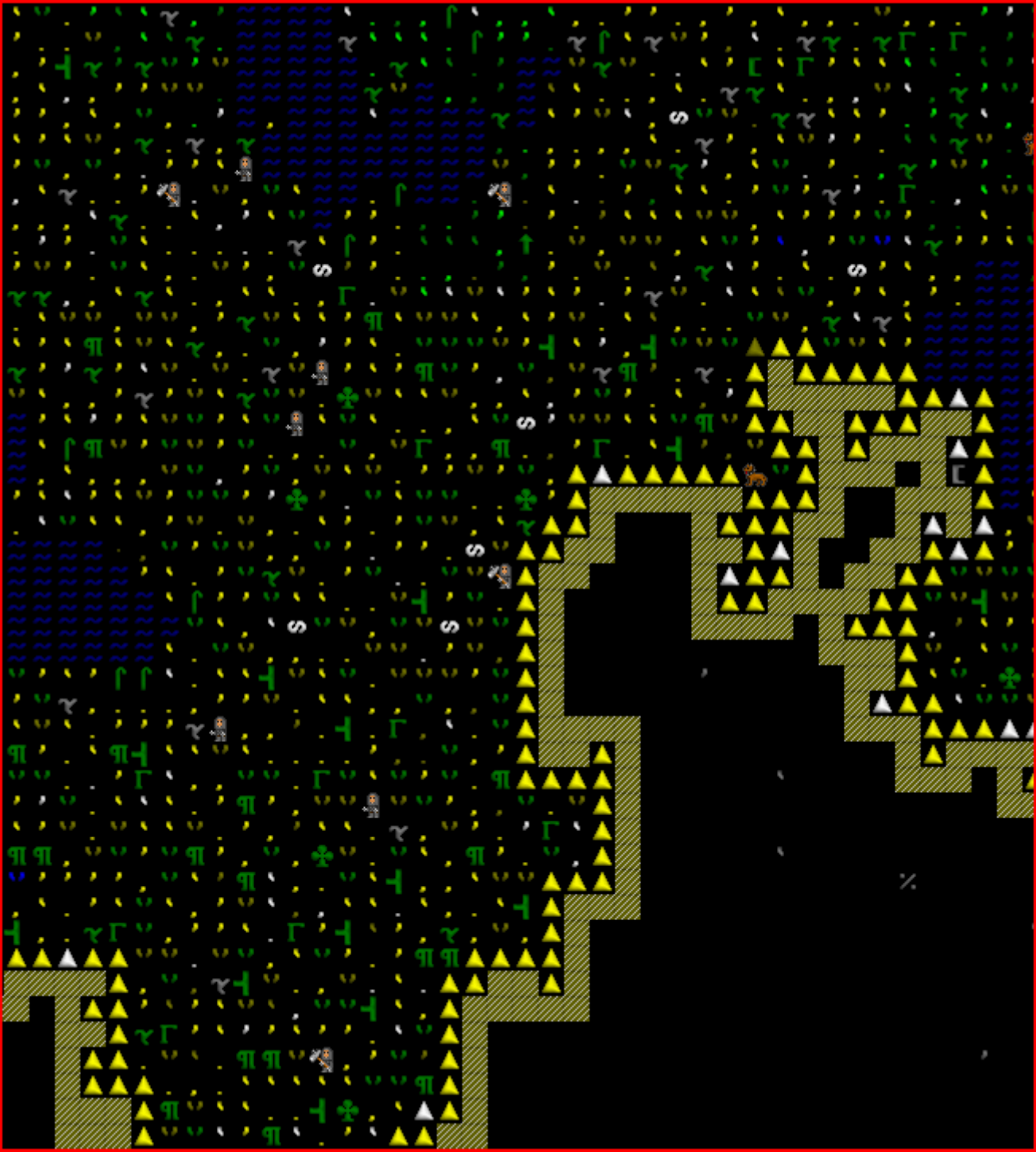
It almost worked, though.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 02:18:55 am**

14th Timber, 1071:

The humans apparently forget to train their horses as war horses. A single war dog ran up to them barking, and all the horses immediately spooked and are scattering in all directions. I can hear the riders shouting at them to change back the other way, but to no avail.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 03:20:31 am**

1st Moonstone, 1071:

Winter arrives, and the goblin exercise clinic refurbishment is well under way. Maggarg's secret project is also nearing completion, and will hopefully be finished by the end of the year. In addition, the foe sorter is very nearly finished, though I fear it will suffer from the same timing issues as the exercise clinic.

The human siege is still here, and is creating a disturbance among the workers cleaning the battlefield. More of an annoyance than anything, so I've decided it's not worth the bother to call in the military.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 03:55:51 am**

10th Moonstone, 1071:

The refurbishment of the goblin exercise clinic is complete, save for loading the final cage trap. It'll soon be time to test whether it now works properly.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 04:21:34 am**

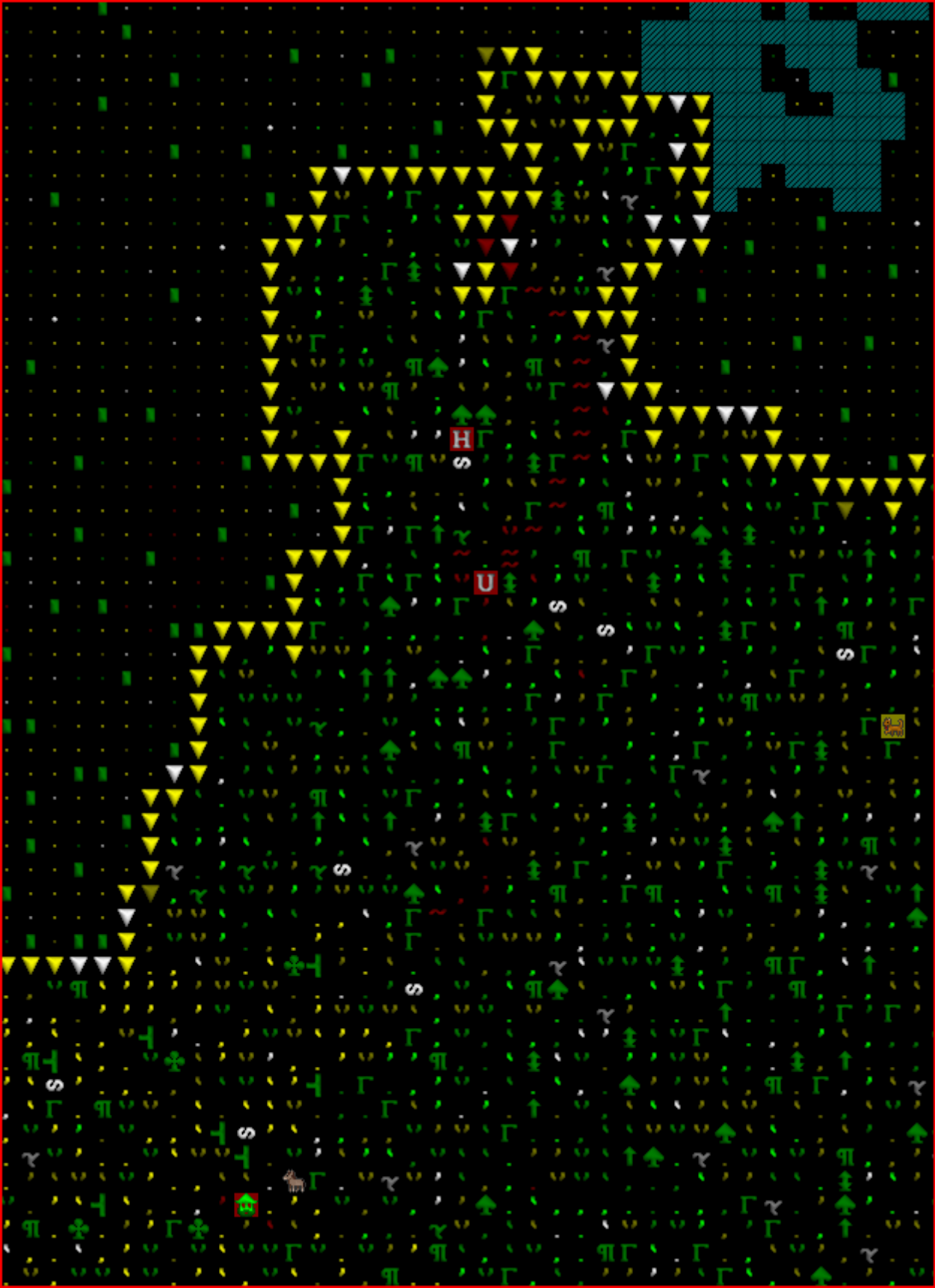
16th Moonstone, 1071:

These humans have become even more annoying than usual, and they're interfering with bringing goblins to the exercise clinic! I suppose it's time to send in the military.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 04:36:00 am**

19th Moonstane, 1071:

We,ve repelled the humans, with the loss of only one dwarf. The leader of our marksdwarf squad forgot to bring ammunition, and thus opted to charge into battle weilding his crossbow as a hammer. I need to get Kazari to take a look into their training, as it seems to be rather poor if ever their commanding officer fails at such a basic level.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 04:50:40 am**

22nd Moonstone, 1071:

Success! The goblin exercise clinic works perfectly! I'm going to go get a drink to celebrate.



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 05:30:00 am**

3rd Opal, 1071:

Maggarg just came and slapped me on the back, congratulating me on my fine design of the goblin exercise clinic. He was originally opposed to the idea - I wonder if seeing the goblins getting back into shape cheered him up a bit?

I asked him if this was the case, and he said "Ye betcha I like seeing them getting into shape! Come see fer yerself!"

I followed him to the observation chamber, and was greeted by a most horrible sight. Apparently, rather than gently dropping the goblins down back into the clinic in order for them to climb back out again, the bridges suddenly drop away, causing the goblins to hurtle down at an alarming pace, causing injury and pain! Worse, the goblins have no choice then but to climb out and try again! The floor is littered with the broken forms of these poor creatures as they try to escape over and over, dragging themselves back up the stairs again and again! How horrible!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 05:33:44 am**

4th Opal, 1071:

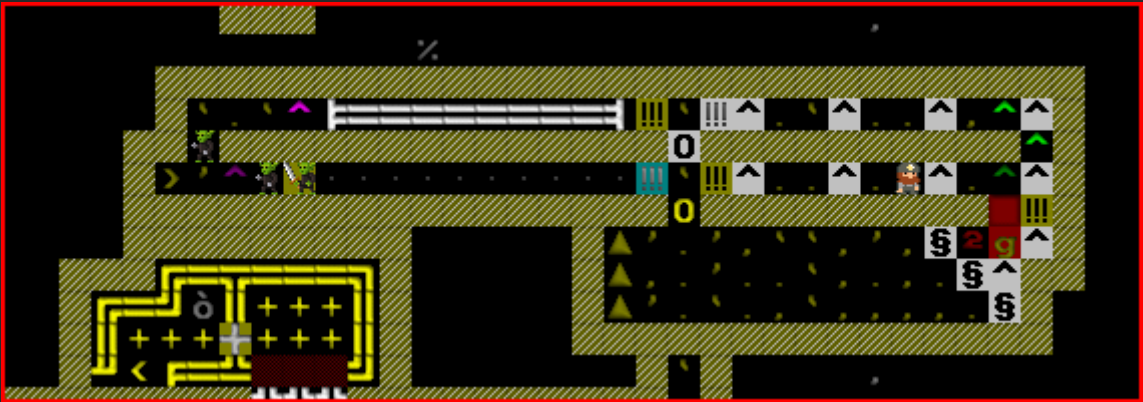
Maggarg just jumped into the clinic! Whatever does he think he's doing?!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 09, 2009, 05:40:37 am**

5th Opal, 1071:

After running around willy nilly for a while among the goblins, Maggarg finally escaped. He's lucky to be alive, really, after pulling that stunt. He is rather battered from the fall, including a broken arm.



((What the HELL was Maggarg trying to do?! This is just the sort of thing he'd grumble about young yahoos doing for the thrill of it...))

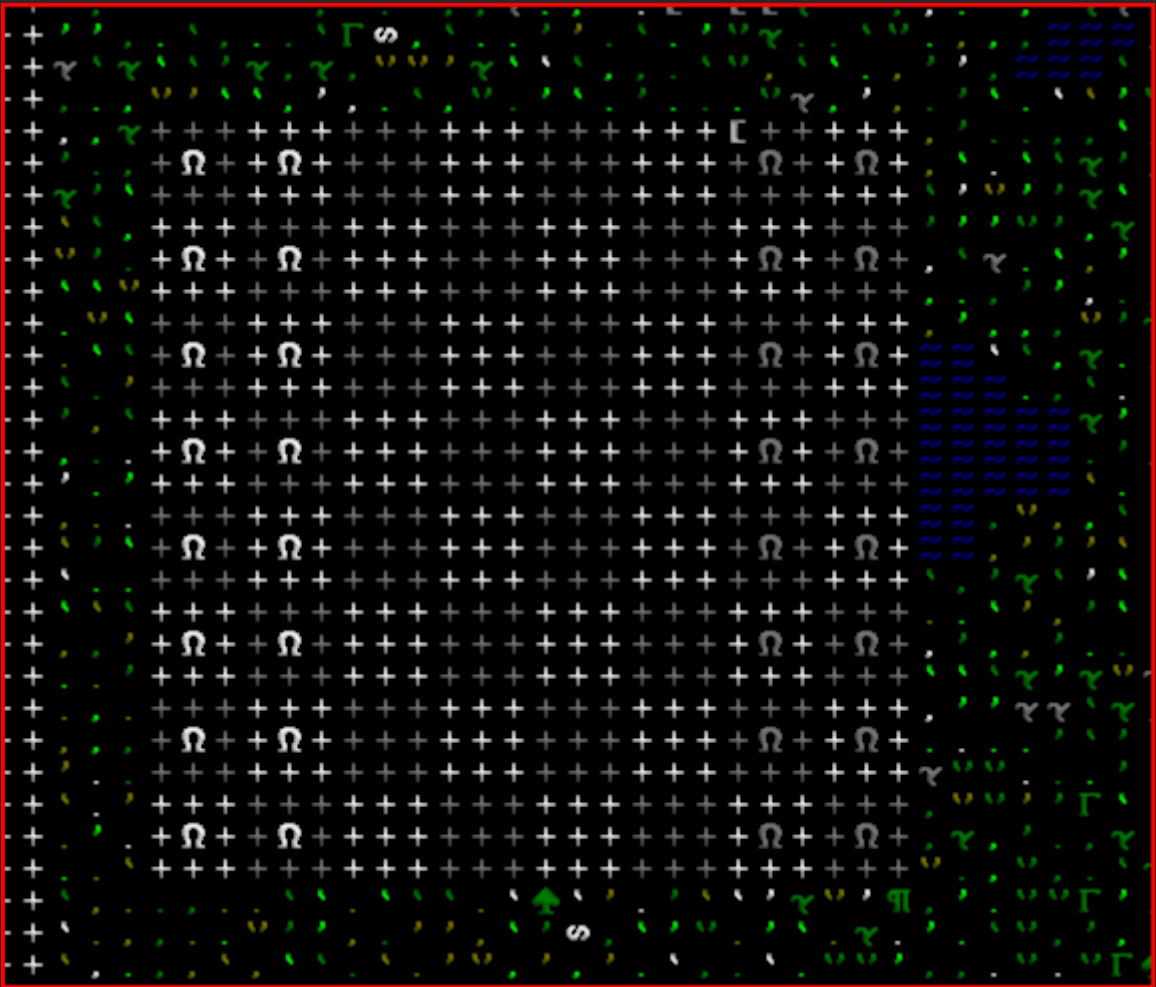
Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 15, 2009, 08:21:17 am**

Provin' Dwarven superiority to th' goblins. Looks like th' clinic is gettin' them into th' right shape though. Flat and messy.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 18, 2009, 12:01:36 am**

24th Opal, 1071:

Maggarg's secret project is finally finished! Today he showed it to me and told what it is. Apparently it's some sort of chest board. Maggarg didn't look too happy when I asked where the chests were, though. Perhaps you're not supposed to know where they are, like some sort of treasure hunt! It sounds like a lot of fun!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 18, 2009, 12:06:08 am**

Journal of Ustuth Elbellogem, King Consort:

24th Opal, 1071:

How delightful! One of the peasants has created a chess board! Brings back memories of my sweet tootsie. She only ever lost one game, you know. They never did find all the pieces of the winner that time, though. Later challengers said that losing to her was the most difficult thing they had ever accomplished. Oh, how I miss her!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 18, 2009, 12:43:53 am**

I would love to play :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 18, 2009, 12:58:31 am**

Weeaboo: Ok! I'll add you to the list shortly!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 18, 2009, 01:07:49 am**

8th Obsidian, 1071:

Today I saw something truely horrible. Dwarves, with no clothes on, prancing merrily about the hallways! What would my sweet tootsie think! I will not put up with this. Today, we will turn Abbeyverse into the greatest manufacturer of fine cloth the world has ever seen!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 18, 2009, 10:21:16 am**

This consort isn't very observant.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 18, 2009, 11:06:39 am**

I am loving this. Maggarg, stay of the the goblin HC

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 18, 2009, 11:50:22 am**

Quote from: Weeaboo on November 18, 2009, 11:06:39 am

I am loving this. Maggarg, stay of the the goblin HC

I'm going to fix it on my turn.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 23, 2009, 06:04:42 am**

Well, it probably needs fixing. It's proven to be **very** unreliable. If the goblins are too healthy, they get across the bridge before it triggers. If they're too injured, they don't make it onto the bridge before it triggers, and I've discovered a bug where when a pressure plate is left in the active position, the bridge resets, rather than remaining retracted. Thus, they stand on the pressure plate, faint, the bridge drops, the goblin stays on the plate a while before coming back too, the bridge raises again, and they cross it without any trouble.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 23, 2009, 06:35:17 am**

Journal of Endok Monangbesmar:

27th Obsidian, 1071:

I just came across a billion floodgate in the furniture stockpile. I remember Jools asking for billion items to be made, as well as some new floodgates. He seems to like them. I'm having it installed in his bedroom, over that rough patch. I think he'll like it.



Lately the King Consort has been complaining about no one having good clothes. I don't really know what he's complaining about - I have three socks and a shoe on, along with a dress and three pairs of trousers. The holes in each don't match, so you'd never be able to tell that they're a bit tattered!

```
'Endok' Monangbesmar, Elephant Tamer
''Endok' Drilledpulleys''

XX≡Pig tail dress≡XX, Upper body
XX*Pig tail trousers*XX, Lower body
XX(cave spider silk trousers)XX, Lower body
dog leather waterskin, XX≡Pig tail dress≡XX
XX(Pig tail sock)XX, Right foot
X+Rope reed sock+X, Left foot
x(giant cave spider silk sock)x, Left foot
x(giant cave spider silk shoe)x, Right foot
X(cave crocodile leather trousers)X, Lower body
mud smear (left ear)
mud smear (first finger, left hand)
mud smear (second finger, left hand)
mud smear (head)
mud smear (right hand)
mud smear (nose)

g: Gen i: Inv p: Pref w: Wnd
Space: Done v: Next
```

Oh well, he is the King Consort, so I suppose we should do what he says. I've ordered some farms planted, and some millstones set up to make dyes, but it'll fall onto the next overseer to get the clothing industry working. I think we'll also need a great marketplace, at least one market per dwarf, so that we can sell the new clothing once it's made!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 23, 2009, 06:42:37 am**

28th Obsidian, 1071:

With an Ironblooded effort, Valter managed to get Jools' new floodgate installed, just under 24 hours from when I ordered it! I think this may be some sort of record for dwarven determination. Maybe I'll ask some of the kids around if they want to throw a party? We really should celebrate this!



Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 23, 2009, 06:49:36 am**

1st Granite, 1071:

That grumpy old Maggarg just walked up to me while I was setting up for the floodgate celebration party and slugged me. He says that it's time that he take over leadership of Abbeyverse. I wonder why he had to punch me, though? I don't think I was ever leader, was I?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 23, 2009, 07:19:43 am**

There we are! It is now Maggarg's turn (or is he still working on Halltraded?). You're advised to check up on Kazari from time to time to make sure she has enough food. Also, the King Consort will probably go into a tizzy if you don't start making enough clothing to clothe the entire fort. ::)

save (<http://dffd.wimbli.com/file.php?id=1625>)
map (<http://mkv25.net/dfma/map-7489-abbeyverse>)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 23, 2009, 11:37:59 am**

Just a heads-up. I might have trouble playing with the base ascii. I use the MayDay tile set for my games x.x

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 23, 2009, 01:02:15 pm**

I need two time-consuming forts like I need two holes in my head, but dammit I'll finish both.
Expect an update either tomorrow or the day after. I'll use the other time as a rush to finish the year on halltraded.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 25, 2009, 11:07:22 am**

1 FPS, even with GFPS turned down to 3, weather and temperature off, along with any other speed-saving tricks I have.
That's unplayable, even by my standards.
I'm afraid that this fort has outgrown my computer, and I don't have the funds to get anything better. With many apologies and a heavy heart, I'm afraid I'll have to be skipped.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 25, 2009, 03:40:13 pm**

Looks like it's my turn. Can I get some advice on what to do to help the fort?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 26, 2009, 08:59:36 am**

[Quote from: Weeaboo on November 25, 2009, 03:40:13 pm](#)
Looks like it's my turn. Can I get some advice on what to do to help the fort?

Build something gigantic and dangerous. This place is indestructible.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 26, 2009, 12:03:56 pm**

Okay. :D All Screen Caps are going to be with the Tileset on the game. Just a heads up. And I am off.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 26, 2009, 07:20:34 pm**

15th Granite

The Dwarfs have begun construction of the rebuilt over pass of the main road. Our marksmen will have a great vantage point after this! An elven caravan has arrive, I hope for all trades to be mutual and that our trader doesn't make the mistake of giving them wood. The Fortress' hustle and bustle is as normal as possible. I will begin the construction of The Great Towers as soon as possible.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 28, 2009, 01:44:22 pm**

13 Slate

Construction of the towers has begun. Two failed attempts at ambushing our fortress were swiftly taken care of. Maggarg has been in a long slumber and hasn't awoken, I will have someone look after him to make sure he is okay. Daily life continues as normal.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 28, 2009, 05:47:57 pm**

Last time I checked, Maggarg was in bed with a broken arm due to his incident with the goblin exercise clinic. ::)

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 28, 2009, 07:58:31 pm**

Seems like it is pretty bad. Cause he hasn't moved for a very long time D:

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Christes** on **November 28, 2009, 08:06:07 pm**

Check the wounds screen?

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 28, 2009, 08:52:54 pm**

It is still broken. He has been unconscious, looks like he is going to be okay though.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **November 29, 2009, 11:58:46 am**

Maggarg, unconscious from the pain of a mere broken arm?? I doubt that Jools will ever let him live that one down, after all that bragging about how in Maggarg's day dwarves didn't even notice minor injuries like lopped off heads... :D

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 29, 2009, 12:02:55 pm**

Pff, ah'm jus' snoozin,.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 29, 2009, 01:50:57 pm**

Hehe. I'll start building his burial house.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Maggarg - Eater of chicke** on **November 29, 2009, 04:11:18 pm**

Quote from: Weeaboo on November 29, 2009, 01:50:57 pm

Hehe. I'll start building his burial house.

He already has a tomb that I dug about 10 years ago.
He thinks dwarves being buried in the *mud* is disgusting.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 29, 2009, 04:35:28 pm**

I am working on a house for a character I adpoted. Pure wood :3

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **November 30, 2009, 08:51:08 am**

Wood?! What are you, some kind of elf? ;)

Although that said there are probably still sections of the Foe Flusher built out of wood. It'll have been there for years now, that can't be safe.

I wonder where it will be. It was talked about turning the inside of the outer wall into more of a town-like area but...imagine the vomit. It would be like Venice only with "streets" of sick instead. :o

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **November 30, 2009, 11:30:47 am**

Lol. The character liked to be all depressed and such so i gave her a cabin. The City Roads Towers are under construction

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 10, 2009, 03:19:12 am**

Pokes thread

City Roads Towers sounds interesting, though I bet Endok will be upset at the loss of wildlife habitat. That is, if it ever occurs to him.

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Weeaboo** on **December 10, 2009, 09:38:39 pm**

I can't continue it in my current situation. School is too much. Please skip me. Sorry!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 11, 2009, 03:01:13 am**

There's no great hurry - Kulettögum is synonymous with very long turns, approaching even real-time :D.

I believe you should be getting a Christmas vacation starting pretty soon? ;)

In any case, if you're sure you don't want to continue, please pass on your save - that way the scars you inflicted - no matter how minor - may be propagated to future overseers!

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **December 18, 2009, 09:49:26 am**

Oh dear, looks like he legged it without uploading the save. :'(

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **December 19, 2009, 10:53:46 pm**

:-\

Well, who's turn is it now? We seem to have hit the end of the list...

Title: **Re: {succession} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **January 03, 2010, 02:22:29 pm**

pokes thread

I can't take the next turn, since I did the previous one. Can't have two in a row.

Any takers?

Title: **Re: {succession/community} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **February 25, 2010, 04:19:24 pm**

Well, seeing as I appear to be the only one patient enough to actually run Kulettögum, I've decided that rather than let it die (or remain dead?) it shall be turned into a community fortress! Claim a dwarf today!

Title: **Re: {succession/community} Kulettögum, Salt Mines Beneath the Mire**
Post by: **dresdor** on **February 26, 2010, 08:10:40 pm**

Nice to see my arena is still in use, and that the salt mines still go on somewhat.

Title: **Re: {succession/community} Kulettögum, Salt Mines Beneath the Mire**
Post by: **RavingManiac** on **February 27, 2010, 05:34:07 am**

It lives! It liiiiiiives!

I request a dwarf named Ravus, a marksdwarf drafted from the civilian population destined to charge headfirst into the next goblin siege.

Title: **Re: {succession/community} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **March 01, 2010, 06:32:14 am**

Deep beneath the walls of Kulettögum, there is a chamber carved into the living stone, long but narrow, yet always filled by laboring dwarves. Of these dwarves, many are of the most ragged of Kulettögum's citizens, dwarves whose entire purpose of life is but to haul the many items produced by the artisans and place them into the vast vaults of accumulated wealth. These dwarves would spend their days carrying items throughout the great fortress, unnoticed by their more fortunate brethren except for the occasional sad instance when one would, full of enthusiasm and vigor and the hope of their hard work being noticed, stray outside into an ongoing battle with the hopes of being the first hauler to bring back a valuable trophy of a narrow giant spider silk sock. This, more often than not, would result in disaster, the hauler being summarily chopped to pieces by the goblin attackers, thus providing more work for the remaining haulers, who now must store away the former dwarf's possessions and arrange for burial in addition to placing that narrow giant spider silk sock in an appropriate bin. So it was that in this narrow room that the hauler class worked to better their hauling skills, building strength and stamina to quickly haul even the heaviest statue to it's allocated floorspace in the vaults with utmost alacrity. For in this room were the great pumps of Kulettögum.

These pumps did not pump water, or anything else for that matter, yet their inner workings were not lubricated by oil, but rather filled with a thick pitch. Thus, despite achieving no actual transport of fluids, working the cranks of the pumps took great strength, and so the haulers would rush to these pumps, crowding into a mass of unbathed dwarven flesh and filth in the narrow hallways leading to the chamber, that they might build muscle, where they would pump until they did collapse from exhaustion. They would then be hauled to their feet by their fellow haulers and sent back out to haul items once more.

Ravus Calmrooms was one of these dwarves...

Title: **Re: {succession/community} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Kazindir** on **April 05, 2010, 04:51:37 pm**

Missed your posts entirely :oops:

I can take a turn, although by the end it had become a succession you, me and a string of not-posting-save people, which cut down a fair bit on the random FUN element. ;)

Title: **Re: {succession/community} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Keldor** on **April 10, 2010, 03:14:41 pm**

Sorry for not responding sooner - my old keyboard died, and I had to replace it. Dvorak keyboards are somewhat hard to come by, so I had to special order it...

Anyway, feel free to take a turn! Just make sure you preserve the bits of community fort we have, for maximum "fun"... ;D

Title: **Re: {succession/community} Kulettögum, Salt Mines Beneath the Mire**
Post by: **Stas** on **April 11, 2010, 09:32:00 am**

-Edit-

I'm an idiot sorry for posting.